

Demo Reel Breakdown

Quidditch

Pre-Visualization

Maya, Photoshop

- A “reverse pre-visualization.” Everything was created by me except for the light rig.
- Closely referenced the film Harry Potter and the Sorcerer’s Stone.

Darwin’s Study

Modeling/Texturing

Maya, Photoshop

- Based on Charles Darwin’s actual study; I modeled, textured and lit everything from reference photos of the real room.
- This was done for my Mirage 3D internship in The Netherlands as part of “Natural Selection” a full-dome documentary celebrating Darwin’s work. The full film can be downloaded from the <http://www.mirage3D.eu> website: http://62.41.34.81/Website/Full_shows_watermark/NS/NS_HD_wm_720p.wmv (576 MB)

Hell Rising

Camera/ FX

3DS Max, After Effects

- Camera handler/cinematographer for all the live action shots.
- Created the flying bits of pavement in 3DS Max, Used After Effects to composite, replace the sky, add camera shake, add smoke layers, add comets, add pavement cracks, and color adjust/correct everything.
- Designed the release poster (<http://www.laurenkodai.com/images/arts/hell-rising.jpg>).

Whiskey Endeavors

Director

Maya, Photoshop, Premiere Pro

- Pre-production: Wrote the original script; Designed characters and environment; Illustrated storyboards for first half, and created animatic.
- Production: Modeled and textured the environment and props; Performed scene layout and lighting (including animated shadows); Animated minor scenes; Made final layout checks, and organized rendering.
- Post-Production: Created final cuts and color adjustments; Painted background image for credit roll.
- I was also in charge of keeping the team motivated and communicative, and generally keeping the project on-track including organizing the voice talent and sound engineers.
- Full short can be seen on my website as well as here: <http://www.youtube.com/watch?v=CIww3ltlvAA>