

Lernwel Ang

CG Showreel Reel 2011

Breakdown / Shot List

Timecode

00.00

Title: "DBX: Forest"

- Personal project.
- Designed the shot: camera, look-feel.
- Created everything myself, from modelling, all the way to compositing.

00.07

Title: "Resiklo Trailer"

- This short sequence was for a trailer for the feature film Resiklo.
- Designed the shot: camera, look-feel.
- Modelled, textured, rigged, animated, lit, and rendered.

00.11

Title: "Mulawin: the Movie"

- This was for a feature film; it was the opening scene of the movie.
- This shot was completely executed by me, including compositing.
- Designed the shot: camera, look-feel.

00.15 - 00.43

Title: "Resiklo"

- These series of sequences are from the movie "Resiklo".
- I lit the scenes in *all* of the shots shown.
- I composed, directed, and animated everything in all of the *all*-CG shots shown; the ones involving live-action were shot by the film director.
- I rigged the robots in *all* of the shots shown.
- I was responsible for the final render pass management and final 3D rendering and wrangling.
- The *hero* robot was modelled with other artists. Being the Lead, I took the proxy / stand-in elements that comprised the early stages of the model and then modelled the actual detailed parts that was used in the film. I UV-unwrapped the final geometry so that it would animate and render properly to lighting and rigging specification.
- The *hero* robot was also textured wholly by me.
- The blue robot featured in 00.17 was textured by me.
- I contributed to the modelling of the environment in 00.22 - 00.32 by adding details and mesh cleanup. I also contributed to the texturing of this environment by providing the texture presets that other artists used.
- I camera-matched the scene in 00.33.
- In addition to animating the robot, I also modelled the animation

00.43

Title: "Resiklo Robot" (*Hero robot*)

- This model turnaround features the robot from the movie "Resiklo".
- This model was modelled with other artists. Being the Lead, I took the proxy / stand-in elements that comprised the early stages of the model and then modelled the actual detailed parts that was used in the film. I UV-unwrapped the final geometry so that it would animate and render properly to lighting and rigging specification.

00.52

Title: "Kapre"

- Personal project: character concept of a Filipino mythological creature.
- Sculpted the character in ZBrush.

01.03 - 01.18

Title: "Tiyanaks"

- These series of sequences are from the movie "Tiyanaks".
- I lit the scenes in all of the shots shown.
- I also animated the CG characters in all of the shots shown.
- I rigged the CG characters in all of the shots shown.
- I composited the 1st, 2nd, 5th, and 6th scenes in order they appear.
- I was responsible for the render pass management and render-wrangling.

01.19

Title: "DBX: Beach"

- Personal project; still frame.
- I took the photograph for the backplate.
- Created everything myself, from modelling, all the way to compositing.

01.22 - 01.33

Title: "Breakdown: DBX: Beach"

- Used a self-developed environment relighting approach in Nuke: converting normals/bent normals into UV space and mapping an image using the STMap node; this is further occluded by an AO pass.

01.34 - 01.END

Title: "Breakdown: DBX: Forest6"

- Also used the environment relighting approach mentioned above.
- Also used a self-developed method of point-area (2.5D) relighting using normals and point position passes.
- Used a self-developed render layer management (e.g. Janus) for managing layers and passes.