



Reel Breakdown 2012 – Senior Artist / Lighting Artist / Texture Artist
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Numbers on the Demoreel are listed below

Vintage slider intro

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| Production - Compositing | 01 | This video is the intro of the RealtimeUK studio Showreel 2012. I did the entire 3D Production, Compositing of the different shots. My intention was to re-create a nice vintage atmosphere thanks to the compositing of the different 3D layers. I had to create a Bty pass, key, fill, bounce, AO, reflection, spec, ... The zDepth allow me to compose the DOF in post. |
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RealtimeUK: CODEMASTERS: Operation Flashpoint – Game Promo as **Senior Lead Artist**

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| Selection of 12 still images | 02 | Responsible to bring the images to a high standard. Lead different artists during approx. 12 months of production. Use of game assets such as BG lowpoly characters, and assets. Light the 3D scenes to have a better starting point for the paint over. Use of Zbrush and Mudbox to up-res and texture the game models. Render all scenes, compose and touch up. Use of Vray render based on GI. Compose the different elements and light passes, generally Key, Fill, Rims, Bounces, AO, Refl, zDepth and masks. Depending on the client wishes, we had to keep separated layers. Touch up in Photoshop. |
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RealtimeUK: SEGA Shogun2 The Last Stand – Game promo as **Senior Artist**

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| Samurai vs. French General | 03 | Responsible to bring this image to a high standard. Use of Vray render based on GI. Compose the different elements and light passes, generally Key, Rims, Bounces, AO, Refl, zDepth and masks. Compose and final touch up in Photoshop. Use of game assets such as BG lowpoly characters, and assets. Thanks to the initial render, we could have a better starting point for the paint over. Paint and Integrate the painted BG, the battle scene with 2D effects. |
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RealtimeUK: SEGA Shogun2 Total War - Game trailer as **Senior Artist**

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| 2D Intro | 04 | (Camera pans into 3 environment prints) In charge of everything, look and development of 3 different animations in the Japanese woodblock style. This was a nice challenge to recreate the style of the 17th-19th century Japanese artist like Hokusai and Ukiyo. Development stage using real China's ink and paper. Adaptation on 3D plates for animation. Rendering using different layers for more control in comp to sweets client's wishes. |
| Japanese Map | 05 | (Knife into map) Design the Japanese map, texture and color research. It was important to have the historic content accurate to the 17-18th century. |
| The Fortress | 06 | Responsible for the Fortress look. Using Camera map to paint each different camera angle. Using the painted front base and adapt it to each angle. I know I will end up with a lot to repaint but this allows us to have that matte painting moving on the 3D. |

RealtimeUK: Microsoft Rare Kinect - Sport - as **Senior Artist**

Digital Matte Painting	07	Matte painting of a metropolitan city. Responsible for the referencing and painting. I had to create a time-lapse of 4 views from a flat: Midday, end afternoon, evening, night. This background is for live action integration in a CG environment. My reference for the city are Melbourne, Toronto or Sydney.
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Framestore CFC: Vodaphone - Stars as **TD**

Spaceships in the stars	08	Light the 6 shots using Mental ray. Export of different passes including beauty, key, fill, rim, AO, reflection, motion vectors pass. Pre compose in Shake. Send to comp. It is my first job as a lighter, very exciting.
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The Mill: Coca cola – Open Up as **CG Artist**

Counter Spinning	09	(Counter spins and we see the brick wall). Integration of the brick wall. Mental ray. Send to comp.
Open Up	10	Light the balloons and develop a look. Shader work. Integration in shake for the light passes. Key, Fill, Rim, reflex. AO, translu.

Nwave Studios -Turtle’s Tale, Sammy’s Adventure as **Lighting Artist**

Piranha underwater	11	(Piranha fish) Responsible for lighting the keyshot and set a light rig in RenderMan 3Dlight. It was question to give a look to the red fish. I worked closely with the texture artists and shader team to give the right SSS aspect. I output the different underwater lighting passes, Key, Fill, Rim, Bounce, underwater Bounce light, AO, reflection, eye reflection pass. I pre-comp the shot into Photoshop. There is also a bubble pass, plankton and background fishes. Adapt a caustic pass and Ray pass developed by a TD. The raft has a different day light rig.
Sammy on raft/ head underwater	12	(Sammy put his head underwater) Provide 2 different light setup for in and under/ water object with a RGB mask. Make easier to compose. We had a little bit of problem rendering the water so we had different version of water to test all along the production. Light and pre-comp in photoshop.
Deep into the sea	13	(Sammy is on the raft, the camera zoom in deep) Quite long shot, 30 sec. The difficulty was to create the dept has we travel deep into the sea and keep the lighting consistency. I blend a second light rig underwater to create the “near the surface”. Provided many passes, key fill rim bounce, with mask for each fish. I output RenderMan AOV’s for control in comp and easy light tweak. Also the zDepth pass was important in this shot. The raft is on different layer helping to control the fade effect as we travelling down. Integration of Light rays developed by a Lighter TD.
Anemone / Crabs	14	(Sammy and friend pick anemone and crabs) Key shot. Light and pre-comp the shot. Closely work with the texture artist department for the look of the different characters in shots. Integration of same lighting element than previous shots.

RealtimeUK: Warburton Re-branding as **Senior Artist**

Concept for mini world website 15 Interior concept for Warburton Website. Those concepts have been translate into 3D. www.warburtons.co.uk

Personal Project: Still renders

The Princess 16 Another exercice of painting. Photoshop.

Chantecler 17 Chantecler Character from the play of Edmond Rostand (Cyrano de Bergerac). The famous rooster is singing in the farm and thinks he makes the sun rise thanks his fabulous voice until a beautiful chicken comes and proves that it isn't true... But here my Chantecler doesn't sing anymore! Maya Mentalray render, selection of passes composed in Photoshop.

Papageno 18 The Bird Catcher, Papageno is a relevant character from the Magic Flute Opera, Mozart. I wanted to elaborate a scene with a complex character within a more organic environment. Maya and Mental ray. Exported the different light passes into Fusion, and compose it for touch up in Photoshop. Use of Mudbox for texturing. I wanted to have a finish of classic painting and reflecting my interpretation of the realism as a style.