



ling hao li
Lighting/TD

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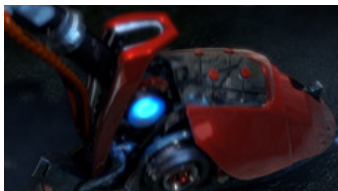
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Gentipede shot1 – Maya, Nuke

Full 3D environment done by Maya. Textured in Photoshop. MEL scripts and Expressions based animation. Rendered with Mental Ray and composited with Nuke. Final Comp done by Sandro Blattner.



Gentipede shot2 – Maya, Nuke

Full 3D environment done by Maya. Textured in Photoshop. MEL scripts and Expression based animation. Accumulated displacement done with Renderman and Python scripts. Rendered with Mental Ray and composited with Nuke.



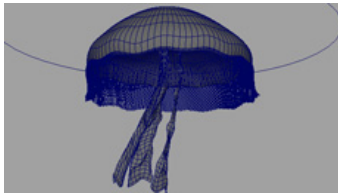
Tunnel – Maya, Shake

Full 3D environment done by Maya. Textured in Photoshop. Wrote MEL scripts to assign shaders and position models. Rendered with Mental Ray and composited with Shake.



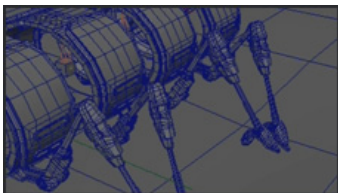
Still Life – Maya, Shake

Full 3D still life done by Maya, Zbrush. Textured in Photoshop and Zbrush. Rendered with Mental Ray and composited with Shake.



Dynamic Hair study – Maya, Pymel

Dynamic hair Jelly fish & puffer Ball dynamics set up by Pymel. Puffer ball Lighting in progress done by Hanwei Wu.



Centipete Rig Tool– Maya, MEL

Centipede rig tool done by MEL. Legs collision with ground done by cracking the n-cloth system to prevent dealing with hand keyframes. Rigged models follow the user defined path correctly. I will add more features to this tool.



Match to Live– Maya, Shake

Match to live done with Maya, Bulb rotation and glass shatters done by MEL scripts. Dynamics done with ncloth. rendered with Mental Ray and composited with Shake.