



ling hao li

Technical Director

678.756.1657

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www.linghaoli.com



Ender's Game – Trail shots - Python, Vray, Atomic, Houdini.

Developed delayed-archive style workflows for VRay to work with large/heavy assets in scene , including Massive render in VRay, and layout standin swap. Also developed Houdini FX geos to VRay workflow(Also can be rendered as delayed archive).



Ender's Game – Trail shots - Python, Vray, Atomic, Houdini.

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Real Steel – Fight Montage shots - Maya, Python, Vray, Atomic

Lighting done with Vray for Maya. Also worked on lookdev publish , light rig publish, damage light rig publish, and some other lighting related td tasks for the whole show.



Maleficent – Fairy shots- Python, Vray, Atomic,

Pipeline TD for show. Wrinkle map and blood flow workflow setup.



Maleficent – Battle shots - Houdini, Nuke, python

Landing and fighting dusts & grass sim.



Ironman 3 – RAM shots - Houdini, Maya

Dripping water, falling snow, environment fog, suit frost, fx in Houdini. Ice chunks lookdev/lighting in Maya
Pipeline TD for show.



Avengers – AWT shots - Maya, Python, Vray, Atomic

Pipeline and lighting template setup for the show. Lookdev and lighting on golden armor and CG chest.



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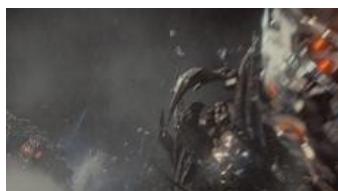
XMEN: First Class - Atrium shots – Vray, Python, Atomic

Wrote light cache baking tool for environment render. Worked on Vray proxy for explosion bgeo sequence from fx department.



GI Joe 2 - Final Battle shots – Maya, Python, Vray, Atomic

Pipeline set up. Helped on porting FX geo into Maya for lighting, made sure the geos are valid and the lookdev in Maya will attach correctly.



Transformer 3 - MN shot – Maya, Renderman, Python

PRman Light rig publish/attach tool, include geo/light/slim templates publishes and reattach workflows. Also worked on lookdev publish tool for PRman.



Transformer 3 - MN shot – Maya, Renderman, Python

PRman Light rig publish/attach tool, include geo/light/slim templates publishes and reattach workflows. Also worked on lookdev publish tool for PRman.



Ender's Game –BS shot- Python, Vray, Atomic, Houdini.

Fx on Alien ships explosion. Developed delayed-archive style workflows for VRay to work with large/heavy assets in scene , including Massive render in VRay, and layout standin swap. Also developed Houdini FX geos to VRay workflow(Also can be rendered as delayed archive). Pipeline td for the show.



Ender's Game –BS shot- Python, Vray, Atomic, Houdini.

Developed delayed-archive style workflows for VRay to work with large/heavy assets in scene , including Massive render in VRay, and layout standin swap. Also developed Houdini FX geos to VRay workflow(Also can be rendered as delayed archive).Pipeline td for the show.



Ender's Game –BS shot- Python, Vray, Atomic, Houdini.

Fx on Alien ships explosion. Houdini kill pts file for massive.

Developed delayed-archive style workflows for VRay to work with large/heavy assets in scene , including Massive render in VRay, and layout standin swap. Also developed Houdini FX geos to VRay workflow(Also can be rendered as delayed archive). Pipeline td for the show.



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Real Steel – Metro Fight shots - Maya, Python, Vray, Atomic

Lighting done with Vray for Maya. Also worked on lookdev publish, light rig publish, damage light rig publish, and some other lighting related td tasks for the whole show.



Real Steel – Metro Fight shots - Maya, Python, Vray, Atomic

Lighting done with Vray for Maya. Also worked on lookdev publish, light rig publish, damage light rig publish, and some other lighting related td tasks for the whole show.



Real Steel – Metro Fight shots - Maya, Python, Vray, Atomic

Lighting done with Vray for Maya. Also worked on lookdev publish, light rig publish, damage light rig publish, and some other lighting related td tasks for the whole show.



Tron Legacy- Light Jet shots – Maya, Vray, Atomic

Lighting done with Vray for Maya. Some custom lookdev on fx geometries from fx department.



Tron Legacy - Light Jet shots – Maya, Vray, Atomic

Lighting done with Vray for Maya. Some custom lookdev on fx geometries from fx department.



Real Steel –Final Fight shots - Maya, Python, Vray, Atomic

Lighting done with Vray for Maya. Also worked on lookdev publish, light rig publish, damage light rig publish, and some other lighting related td tasks for the whole show.



Tron Legacy - Light Bike shots – Maya, Python, Vray, Atomic

Lighting done with Vray for Maya. Wrote and maintained crowd cards System for 5 close up crowds shots. Wrote Atomic Render export module to add more variations to the cards' textures and expressions on render time.



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Ironman 3 – RAM shots - Houdini, Maya

Dripping water, falling snow, environment fog, environment fog interactive lighting from suit, suit frost, fx in Houdini.

Ice chunks lookdev/lighting in Maya

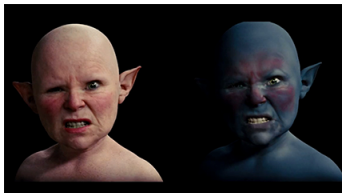
Pipeline TD for show.



X-MAN - Days of Future Past

– Stadium shots - Houdini, Python, Vray, Atomic.

Workflow to export houdini sim-ed chair into Massive file formats and render in VRay. Houdini Submission tools.



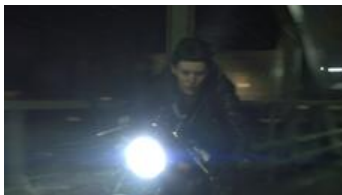
Maleficent– Dev shots - Python, Vray, Atomic, Python

Pipeline TD for show. Wrinkle map and blood flow workflow setup.



Girl with the Dragon Tattoo- – Maya, Vray, Python

Pipeline TD for the show, Head replacement lighting.



Girl with the Dragon Tattoo- – Maya, Vray, Python

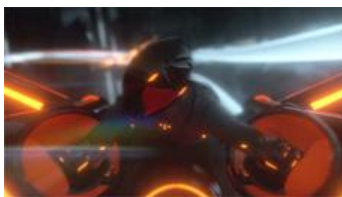
Pipeline TD for the show, Head replacement lighting.



Ironman 3 – AFP shots - Maya, python, Atomic

Sequence lighting template setup, lighting in Maya and Atomic.

Pipeline TD for show.



Tron Legacy: Light Jet shots – Maya, Vray, Atomic

Lighting done with Vray for Maya.



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Real Steel – Metro Fight shots - Maya, Python, Vray, Atomic

Lighting done with Vray for Maya. Also worked on lookdev publish, light rig publish, damage light rig publish, and some other lighting related tasks for the whole show.



Ironman 3 – BMK shots - Maya, python, Atomic, Houdini

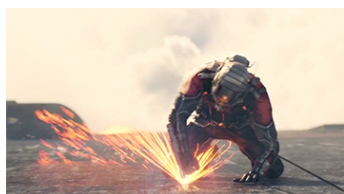
Lighting in Maya and Atomic. Developed Houdini fx geo to V-Ray render workflow.

Pipeline TD for show.



Maleficent – Flying shots - Python, Vray, Atomic, Houdini.

Developed delayed-archive style workflows for V-Ray to work with large/heavy assets in scene, including Massive render in V-Ray, and layout standin swap. Tree scattering otl.



Antman – Missile shots - Houdini.

Torch & Sparks



Antman – Antman Training shots - Houdini.

Grass sim& Render.



Antman– Antman Training shots - Houdini.

Tea water sim& Sugar cube RBD Sim.



Antman– Magie House shots - Houdini.

Fx on Alien ships explosion. Developed delayed-archive style, Houdini destruction geo to Maya/V-Ray Tools and workflows.



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Developed delayed-archive style workflows for VRay to work with large/heavy assets in scene , including Massive render in VRay, and layout standin swap. Developed Houdini FX geos to VRay workflow(Also can be rendered as delayed archive).



Ender's Game – FB shots - Python, Vray, Atomic, Houdini.

Fx on Alien ships explosion.

Developed delayed-archive style workflows for VRay to work with large/heavy assets in scene , including Massive render in VRay, and layout standin swap. Developed Houdini FX geos to VRay workflow(Also can be rendered as delayed archive).



Ender's Game – FB shots - Python, Vray, Atomic, Houdini.

Fx on Alien ships explosion.

Developed delayed-archive style workflows for VRay to work with large/heavy assets in scene , including Massive render in VRay, and layout standin swap. Developed Houdini FX geos to VRay workflow(Also can be rendered as delayed archive).