Jimmy San

Lighting/Shading TD | CG Supervisor

Reel Breakdown

0:03, Netflix's "Away" Episode 10

Sequence Lighting Lead | LookDev | Shot Lighting

Lighting Template built for Mars landing sequence for episode 10 of Netflix's "Away. Look Development included space-ship shaders.

0:07, FX's "Snowfall" Series

Sequence Lighting Lead | LookDev | Lighting TD

Lead lighter on sequence. Shading TD on minor aspects of the tiger including eyes, mouth, skin, etc.

0:13, Netflix's "Jupiter's Legacy" Series

Lighting TD | LookDev | Shot Lighting

Shading and look development of helmet and glove material. Cloth arm sleeve material achieved with a combination of fur in houdini and textures generated in Substance Painter. Shot lighting executed based on practical element shot on set for reference.

0:17, Yellawood "Heist" Commercial

Lighting TD | LookDev | Shot Lighting | Precomp

RnD into Framestore's first iteration in rendering using Arnold in Houdini. Sequence lighting lead. Look Dev on minor assets and accessories of Beavers. Grooming ONLY on accessories.

0:19, Apple's "Mosquito Coast" Series

Environment Layout | LookDev | Shot Lighting

Environment lookdev and layout of vegetation and shore ground terrain. Full CG shot lighting combining a mixed use of Mantra and Arnold for rendering.

0:26, LOTR "Shadow of War" Game Trailer

Lighting TD | LookDev | Shot Lighting | Precomp

Repurpose of dragon game texture for VFX commercial use. Look Development of castle set extensions using Substance Painter. Lighting involved set and character lighting. Precomp to help build shot.

0:31, Rice Krispies "Ooey Gooey" Commercial

Shot Lighting

Character and set lighting.

0:33, Dell "Meet Thomas" Commercial

Lighting TD | LookDev | Precomp

Texture and Shading of Frog character. Shot lighting. Precomp.

0:35, Geico "Infinity Gauntlet" Commercial

Lighting TD | LookDev | Shot Lighting

Shading and Look Development of gauntlet asset. Shot lighting.

0:40, Netflix's "Cowboy Bebop" Series

Environment Layout | LookDev | Lighting

Environment of island planet executed using Houdini's terrain tools to generate geometry and attributes/masks, and Substance Painter to generate textures.

0:46, Vitamin Water "Frog" Commercial

Shot Lighting | Precomp

Animated lights to match plate. Precomped passes to hand to Flame.

0:48, Marines "Anthem" Commercial

Shot Lighting

Shot lighting included "character" and set lighting.

0:50, Oculus "Defy Reality" Commercial

LookDev | Shot Lighting

Environment Look Development. Shot lighting.

0:52, Dell "Innovative Technologies" Commercial

Layout | LookDev | Shot Lighting

CG car replacement per client request. Model slightly adjusted to reduce plate clean-up needs. Shading and lighting based on references in plate.

0:55, FX's "Snowfall" Series

Sequence Lighting Lead | LookDev | Lighting TD

Lead lighter on sequence. Shading TD on minor aspects of the tiger including eyes, mouth, skin, etc

0:57, Toyota "Runs in the Family" Commercial

Sequence Lighting Lead | LookDev | Shot Lighting

Sequence to shot lighting on explosions, debris, and volcanic trails. Shading included developing and optimizing volume shaders.

1:01, State Farm "Neighborhood of Good" Commercial

Lighting TD | LookDev | Shot Lighting

Shading, Look Development, and shot lighting of stop sign being pulled out of the ground.

1:03, Direct TV "Car Chase" Commercial

Shot Lighting | Precomp

Shot lighting of miniature CG cars.

1:05, Dell "Alienware" Commercial

Environment Layout | Look Dev | Lighting

Terrain layout and look development done in Houdini using Terrain Tools. Textures generated with a combination of Substance Painter, and tileable texture assets.

1:07, Mike's Hard Lemonade "Gorilla"

Shot lighting| Precomp

Character lighting to live action plate, included rendering Gorilla, and water element to capture reflection.

1:09, HBO's "His Dark Materials" Series

Sequence Lighting Lead | Asset Lead | LookDev | Lighting TD

Lead Asset overseeing asset sharing cross site. Task involved supervising technical ingest of asset of vehicles and textures, while making sure look of assets matched to references provided using a different render engine. Lead lighter on sequence.

1:12, LOTR "Shadow of War" Game Trailer

Lighting TD | Shot Lighting | Precomp

Lighting and Precomp of creatures.

1:14, Showtime's "Dexter" Series

LookDev | Lighting TD

Lookdev and shading of rocks and lighting to match to plate.

1:18, Boom Beach "Grenadier" Commercial

Shot Lighting

Character and set lighting.

1:20, Office Max "Back to School" Commercial

CG Lead | Lighting TD

Managing assets and shot lighting.

1:22, Ford "Fusion Sport" Endtag

CG Lead | LookDev | Lighting

CG lead working with 2D lead, and Design Lead to generate multiple car end tags for Ford. Shading on multiple cars using car shader in Vray. Lighting executed using a combination of HDR Light Studio, Maya & Vray.

1:25, Apple's "Mosquito Coast" Series

Environment Layout | LookDev | Shot Lighting

Environment lookdev and layout of vegetation and shore ground terrain. Full CG shot lighting combining a mixed use of Mantra and Arnold for rendering.

1:28, Mercedes "Fable" Commercial

Lighting TD | LookDev | Shot Lighting | Precomp

Lookdev & RnD using AL Hair Shader with a combination of MPC's film fur system. Character accessories shaded using Arnold's AL Shaders. Shot lighting using Arnold.

1:30, OK Go Music Video/Cellphone Commercial

CG Lead | LookDev | Lighting

CG Replacement of back wall of phones.