

Mirelle C Underwood

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Shot List



Harajuku Lovers -
Lighting in Maya/MR.
Compositing in After
Effects.



Verizon Fios - Lighting/
Texturing/Rendering
cars and environment
in Maya



I'm Here - Lighting
full face of male
robot (Sheldon).
Created HDRI for
eye reflections.
Composited in Nuke.



Subway "Any 5" -
Lighting/Texturing cat
in Maya to match live
action.



C4 "Boneyard" -
Textures/materials of
all planes. Lighting
in Maya/MR. (90% of
planes are CG)



Ladders "Chairs" -
Materials and Lighting
in Maya/MR.



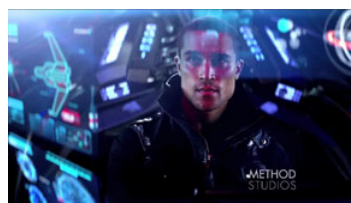
Kotex - Lighting
and Materials in
Maya/MentalRay.
Composited in Nuke



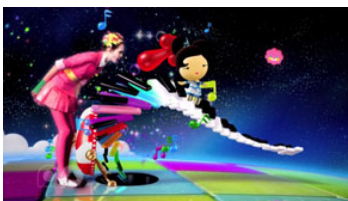
Avon "Supershock" -
Lighting/materials in
XSI, compositing in
Nuke



Lighting Lead - Look
development of all
graphs. Managed
team of 3 lighters.
Lighting in Maya/MR.
Compositing in Nuke.



Verizon "Capsule" -
Look development of
screens and capsule
interior. Lighting/
shading in Maya/
Mental Ray.



Harajuku Lovers -
Lighting in Maya,
compositing in After
Effects.



Duracell "MyGrid"-
Lighting Lead - Look
development of entire
spot. Lighting/shading
of all products and
environments in Maya
Compositing in Nuke.

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ONDCP - Look development. Painted maps for fur tip/base color, fur clumping, fur direction and fur length. Lit and rendered in Houdini.



Etrade - All lighting and materials of 6 full CG shots in Maya/mental ray.



Corn Pops "Dragon Dreams" - Look development and R&D of dragon surface transformations. Lighting in Maya/MR.



Verizon "Holiday" - Materials and Lighting in Maya/MR. Compositing in Nuke.



PopTars "Stand" - Look development for set of 3 pop tarts spots. All lighting and materials.



Lighting Lead - lead team of 3 lighters. Created all shaders, set up mi proxy system for a set of three spots. Glass shatter modeling/animation.



AT&T - Lighting "Electro City" shot. Texturing/Materials of 3 full CG environments and 5 full CG characters.



Nissan - Lighting and Texturing of all foreground elements and car.