



# Marcel Hemingway

## Generalist Reel Shot Sheet

### Shot Breakdown:

01. (00:08) Helénē | All production aspects | Nuke, V-Ray, Maya, Mari  
*Personal Project. Live action plate compliments of Hollywood Camera Works.*
02. (00:46) Batman V Superman | lighting | Katana, Renderman, Nuke  
*Superman, Doomsday and environments.*
03. (01:13) Beauty and the Beast | lighting | Maya, V-Ray, Atomic, Nuke  
*Beast and wolves.*
04. (01:47) Fate of the Furious | lighting + lookdev | Maya, V-Ray, Atomic, Nuke  
*Cars, Submarine and environments. interactive FX lighting. Sequence OpenVDB setup in V-Ray.*
05. (02:00) Deadpool | lighting | Maya, V-Ray, Atomic, Nuke  
*Colossus, Angel Dust and helicarrier.*
06. (02:14) Cloudy with a Change of Meatballs | lighting + comp | Katana, Arnold  
*Lighting and comping full shots in Katana.*
07. (02:18) Cloudy with a Change of Meatballs 2 | lighting + comp | Katana, Arnold, Nuke  
*Lighting and comping full shots.*
08. (02:29) Allied | lighting | Katana, V-Ray, Nuke  
*Planes, environments and FX. V-Ray volumes and OpenVDB shot setup for flak burst and spotlights.*
09. (02:46) Sky Captain and the World of Tomorrow | modeling + textures + lookdev | Maya, MRay  
*Sculpted and look dev'd terrain and some metal bits like the pole and chain.*
10. (02:56) Bucket List | lighting + lookdev | Maya, Turtle, AfterFX  
*Environments.*
11. (03:01) Stairwell | All production aspects | Nuke, Maya, Relight, Renderman  
*Personal Project. Based on early Pixar concept art for Monster Inc.*
12. (03:07) AT&T Giants | modeling + textures + lookdev + lighting | Maya, MRay, AfterFX  
*Background buildings and foreground building extension.*
13. (03:11) Motorola | lighting + lookdev | Maya, MRay, AfterFX  
*Floating music notes.*
14. (03:20) Flying Car | lighting + comp | Maya, Turtle, AfterFX  
*Rapid prototyping in ZBrush. Modeled car, texture painting and shader refinement.*
15. (03:29) Duracell | lighting + lookdev + comp | Maya, MRay, AfterFX  
*Model improvements for radio, remote and armature. Additional look dev for robot and radio.*
16. (03:37) Honda Films Delta Hybrid | lighting + modeling + lookdev + comp | Maya, MRay, Nuke  
*Modeling and model tweaks environments.*