

Jeffrey J. Johnson - Reel Breakdown

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<u>Shot</u>	<u>Project</u>	<u>Software</u>	<u>Artistic Responsibilities</u>
01	Legend of the Guardians	Maya, MayaMan, PRMan, and Nuke.	Lighting, compositing, and stereo. Second shot: only lighting.
02	Alice In Wonderland	Maya, Liquid, and AIR (RenderMan Compliant).	Lighting and look development: horse and maypole.
03	Beowulf	Katana, Bonsai, and RenderMan.	Lighting and compositing.
04	G-Force	Maya, Liquid, and AIR (RenderMan Compliant).	Lighting: guinea pigs.
05	Personal Project	Maya and Digital Fusion.	No one else contributed.
06	PEPFAR Shorts	Softimage XSI, Mental Ray, and Digital Fusion.	Lighting and compositing.
07	Barnyard	Softimage XSI, Mental Ray, Digital Fusion, and Photoshop.	Lighting and compositing.
08	Crash Racing	Maya, Digital Fusion, and Photoshop.	Lighting, compositing, up-rezzing of the environment, and modeling/texturing (keypad, button-pad, and spaceship).
09	Beowulf 3D	Katana, Bonsai, and RenderMan.	Created left and right eye images from the final lighting pass. The image shown is the 2D representation.