

## Toby Gaines Reel 2009 Shot Breakdown

Halo 3, "Starry Night" Theatrical trailer

All shots; Lighting and Look Development of main character, using V-Ray / 3DSMax. Worked with texture artist, and vfx supervisor to achieve desired balance of metallic / painted look.

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"Speed Racer"

Lighting and Rendering of all 3D assets for these shots; cars, racetrack, signs and environment, using standalone Mental Ray with Maya.

Look Development of Grey Ghost car, Mach 4 and Mach 6 cars, by creating shading networks, and working with Mental Ray programmers and texture artists.

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"G.I. Joe - The Rise of Cobra"

Lighting and rendering of motorcycle, digital double and accelerator suits.

Look Development of motorcycle, 'Scarlett' digital doubles and Apache helicopter, using Slim / MTOR.

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Disney, "Homecoming"

Lighting design for set and characters, development of HDRs, texturing of bus and two characters, using Lightwave and Nuke.