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Breakdown List

- **Underpass at Night**
 - Maya / Mental Ray / Shake / Photoshop
 - CG exterior modeled in Maya.
 - Rendered layers using Mental Ray including Global Illumination, Final Gather, and Ambient Occlusion.
 - Composited using Shake.
- **Apartment Kitchen**
 - Maya / Mental Ray / Shake / Photoshop
 - CG interior scene modeled in Maya.
 - Procedural and file textures.
 - Rendered layers using Mental Ray including Global Illumination, Final Gather, and Ambient Occlusion.
 - Composited using Shake.
- **Grapes**
 - Maya / Mental Ray / Shake
 - Textured using the Mental Ray `fast_skin` material and a combination of file and procedural textures. To further control the variation in backscatter depth, a depth pass was used as mask to blend layers with differing depths.
 - Other layers included a randomized color variation shader, specular passes on two blinn shaders, and ambient occlusion.
 - Lights in Maya were placed to match background stock photo.
 - Layers were then composited in Shake.
- **Sunglasses**
 - Maya / Shake / Photoshop
 - Match to live, lit using RGB light passes in Shake.
 - Modeled in Maya.
 - Chrome sphere unwrapped for reflection map.
 - Composited using Shake.

- **A Sweet Snack**
 - Maya / Mental Ray / Shake
 - HDRI lighting.
 - Physical Sub-surface Scattering.
 - Chrome sphere unwrapped for reflection map.