Alex Jevon
2013 Autumn Reel Shot Breakdown

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Shot	My Contribution

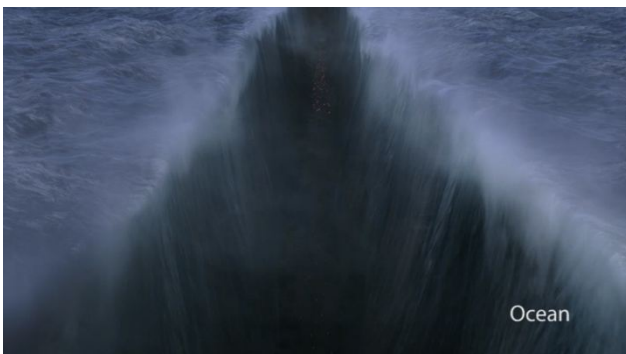The Bible Series – Storm over Jericho

Swirling Clouds and Debris, created in Softimage's ICE.

Lit and rendered in Mental Ray

2D background and lightning effects added by compositor.
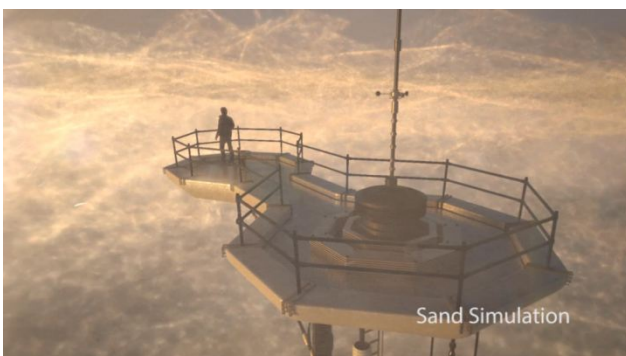

The Bible Series – Parting of the Red Sea

AaOcean simulation, modelling of textured walls of water, fleeing Israelites.

Lit and rendered in Arnold.

2D spray elements added by compositor.

How to Build a Planet

Sand only, simulated using Softimage ICE including custom nodes.

Rendered with Exocortex Fury and Mental Ray.
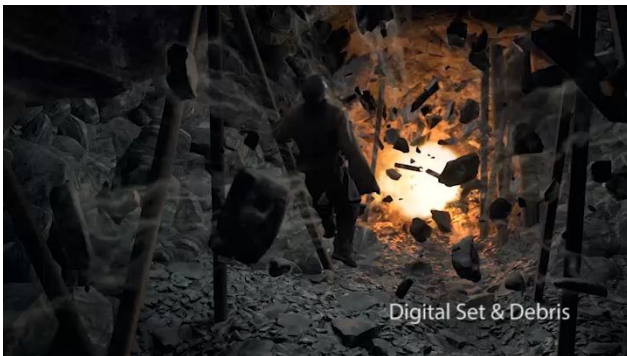
3d tracking, camera move extension and sand simulation.

Sand rendered with Fury and Mental Ray.

How to Build a Planet

3d tracking & stabilising of camera. All digital set and debris.

Lit and rendered in Arnold.

2d explosion, mattes, green screen cleanup and time ramp done by compositor.

Mankind: The Story of All of Us

Landscape created, lit and rendered in Terragen 2.

Waterfall, post-cloud pull out to cubic Earth and composite done by another artist.
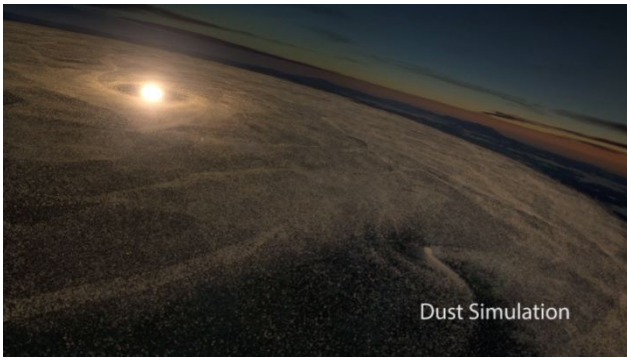
CCTV 9 ident

Creation of cyclorama-style digital set based on footage and photographs.
Bullet and camera animation.

2d explosion, bullet strike and distortion trail done by compositor.

Mankind: The Story of All of Us

Dust, camera and Jupiter only.
Dust simulated using Softimage ICE including custom nodes.

Rendered with Exocortex Fury and Mental Ray.

How to Build a Planet – 4 shot sequence

Falling firebombs.

Lit and rendered in Mental Ray.

Initial sim setup by another artist.

Other elements and composite done by other artists.

BBC Atlantis

Shading, lighting, animation and composite of all arrows.

Lit and rendered in Arnold.

Model by another artist.

Mankind: The Story of All of Us

Lighting, camera and model cleanup only.

Lit and rendered in Arnold.
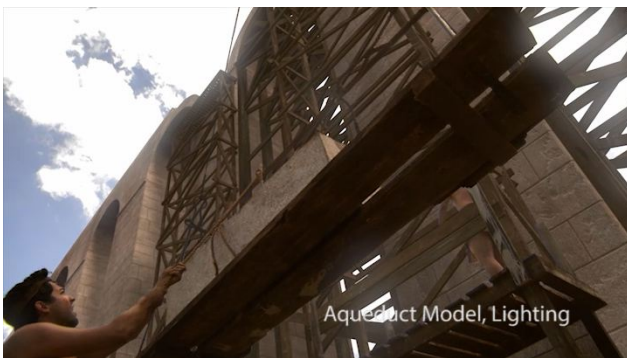
The Bible Series – 2 shot sequence

3d tracking.
Lighting and model cleanup of distant city.
Creation of midground village based on other assets.

Lit and rendered in Arnold.

The Bible Series

3d tracking.
Modelling, texturing, lighting of aqueduct.

Green screen cleanup and final comp by compositor.

Mankind: The Story of All of Us

3d tracking and seabed only.
Seabed created, lit and rendered in Terragen 2.

Journey to the Bottom of the Ocean – 2 shots

Lava Flow and foreground landscape.
Lava created in Softimage ICE using Lagoa compounds.

2d lava elements and smoke added by compositor. Background landscape by another artist.

Journey to the Bottom of the Ocean

Digital stunt double.
Model cleanup, rigging, animation, lighting and render.

Rendered in Mental Ray.

Initial model from Poser.

Waking the Dead

Shot footage, 3d tracking, modelling, animation, lighting, bats, compositing.

Lit and rendered in Mental Ray.

Personal Project