Alex Jevon
2017 Autumn Reel Shot Breakdown

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| Shot	My Contribution
 Lighting & Layout Halwani Chicken Commercial - Seed Animation Studio	Scene layout, particle systems for hay on barn floor and dust mostes in the air. Lighting and shaders in Redshift3D.
 Lighting, Layout, Environment TD Halwani Chicken Commercial - Seed Animation Studio	Scene layout, particle systems for grass, stones, pebbles, fences and trees. Lighting and shaders in Redshift3D.
 Lighting, Layout, Environment TD Halwani Chicken Commercial - Seed Animation Studio	Scene layout, particle systems for hay. Lighting and shaders in Redshift3D.
 Lighting, Layout, Environment TD Halwani Chicken Commercial - Seed Animation Studio	Scene layout, particle systems for grass, stones, pebbles, fences and trees. Lighting and shaders in Redshift3D
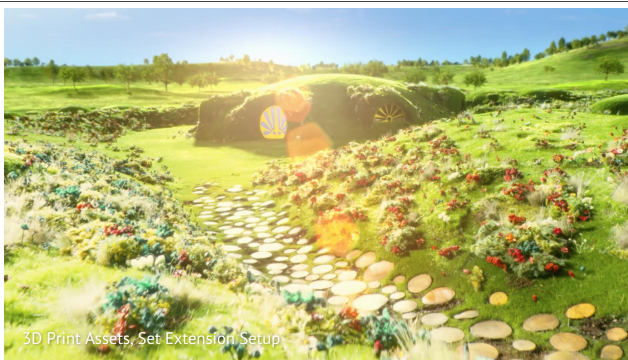
Teletubbies - Lola Post Production

Pre-production modelling work on underlying 3D print to set dressing, completed alongside fellow artist, Rasik Gorecha. Pathways are part of the print. Actual dressing and 3D print completed by Propshop at Pinewood Studios.

On-set 3D supervision at Twickenham Studios, supporting the VFX sup, Garrett Honn and liasing with production staff regarding 3D matters.

Trees & set extension system used throughout series. Much of it has the lighting baked in so renders very quickly. It is built from a panorama of Terragen renders, projected onto a cyc, merged with other textures and geometry in the 3D scene.

Much of my post-production work was spent delegating exterior shots out to the 3D team, fixing many tracks in PFTrack, checking progress in dailies and render wrangling.

Teletubbies - Lola Post Production

Windmill asset – modelling, texturing, rigging and animation.

Teletubbies - Lola Post Production

Tree model, painted to match those on set.

Blossom, with simulation collision fixes from fellow artist, John-Paul Harney.

Teletubbies - Lola Post Production

Trees & set extension system used throughout series.

Trees & set extension system used throughout series.

Teletubbies - Lola Post Production

Trees & set extension system used throughout series.

Blossoming tree.

Teletubbies - Lola Post Production

Unrolling paper system and animation thereof.

P&O Commercial – Seed Animation Studio

Unrolling paper system and animation thereof.

Modelled, animated, shaded and lit bow wave and wake. Redshift3D renderer.

P&O Commercial – Seed Animation Studio

Scene layout

Bricks system and animation thereof.

Environment TD, Layout

P&O Commercial – Seed Animation Studio

Scene layout

Unrolling paper system and animation thereof.

Environment TD, Layout

P&O Commercial – Seed Animation Studio

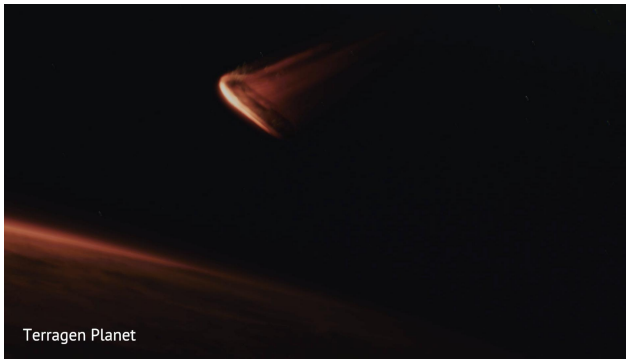Planet, created in Terragen, seen from many angles, based on actual elevation data from NASA.

Rendered as stills for use in the background. Other whole-planet-sized stills were passed to compositors for projection in Nuke, to use for establishers.

Terragen Planet

MARS – Framestore

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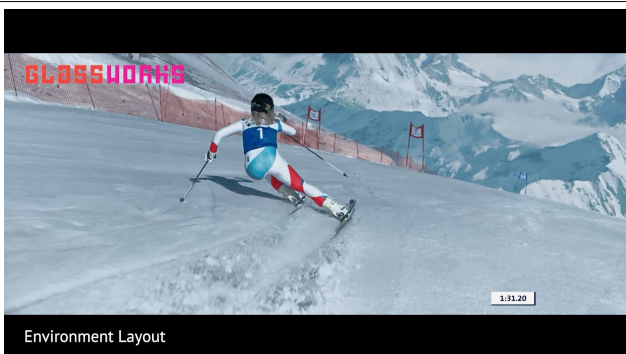
Terragen Planet

MARS – Framestore

Layout and camera animation.

Landscape, bar waterfall, created in Terragen.

Terragen Landscape

CCTV9 Ident – Lola Post Production

Layout of barriers and crowds.

GLASSWORKS

swisscom

1:32.33

Environment Layout

Swisscom Commercial - Glassworks

Layout of barriers.

GLASSWORKS

1:31.20

Environment Layout

Swisscom Commercial - Glassworks

Layout of barriers.

Swisscom Commercial - Glassworks

Layout of barriers and crowds.

Swisscom Commercial - Glassworks

Scene layout

Lighting in Arnold.

Distant Terragen cyclorama used in many exterior shots in the series to suggest scale against far reaches of Valles Marineris.

Additional Terragen elements for compositors' use.

MARS - Framestore

Scene layout

Lighting in Arnold.

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Additional Terragen elements for compositors' use.

MARS - Framestore

Tracking in PFTrack, bubbles simulation system adapted elsewhere.

Teletubbies – Lola Post Production

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Teletubbies – Lola Post Production

Tracking in PFTrack, bubbles simulation system adapted elsewhere.

Teletubbies – Lola Post Production

Trees & set extension system used throughout series.

Teletubbies – Lola Post Production

Shading, lighting, animation and composite of all arrows.

Lit and rendered in Arnold.

Model by another artist.

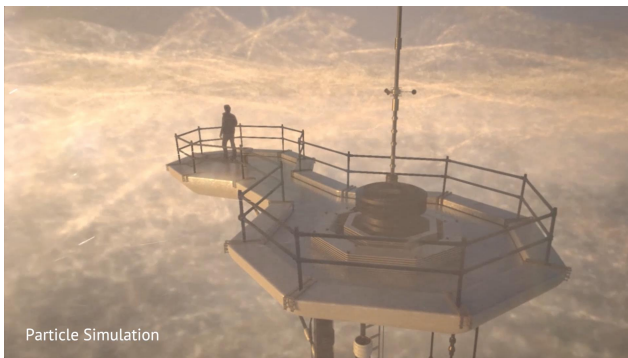Mankind: The Story of All of Us – Lola Post Production

Mankind: The Story of All of Us – Lola Post Production

Mankind: The Story of All of Us – Lola Post Production

Mankind: The Story of All of Us – Lola Post Production

Sand only, simulated using Softimage ICE including custom nodes.
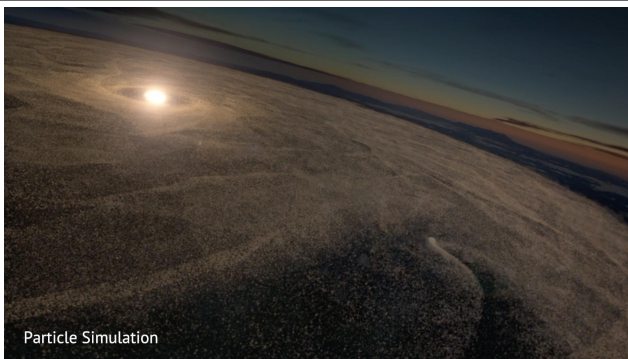
Rendered with Exocortex Fury and Mental Ray.

Particle Simulation

How to Build a Planet – Lola Post Production

3d tracking, camera move extension and sand simulation.

Sand rendered with Fury and Mental Ray.

Particle Simulation

How to Build a Planet – Lola Post Production

Dust simulated using Softimage ICE including custom nodes.

Rendered with Exocortex Fury and Mental Ray.

Particle Simulation

How to Build a Planet – Lola Post Production

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

Rendered with Exocortex Fury and Mental Ray.

Particle Simulation

How to Build a Planet – Lola Post Production

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

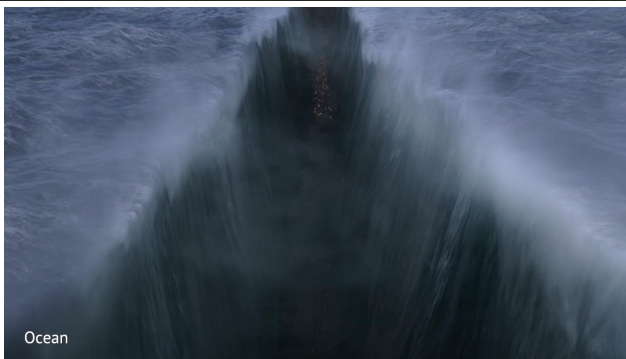Rendered with Exocortex Fury and Mental Ray.

How to Build a Planet – Lola Post Production

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 – Lola Post Production

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

Lit and rendered in Arnold.

2D spray elements added by compositor.

The Bible Series – Lola Post Production

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

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

Journey to the Bottom of the Ocean – Lola Post Production

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 – Lola Post Production

3D tracking in PFTrack.

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

Lit and rendered in Arnold.

The Bible Series – Lola Post Production

Bespoke set extension for opening and closing titles. Created in Terragen, used for the titles and then adapted for use as a quick-rendering system for the rest of the exterior shots in the series.

A still wasn't used here so that the raking shadows could be matched to those on set.

Teletubbies – Lola Post Production