

The Planets – Lola Post Production

Whole shot including Ceres made in Terragen, with lens flare added in Nuke.



The Planets – Lola Post Production

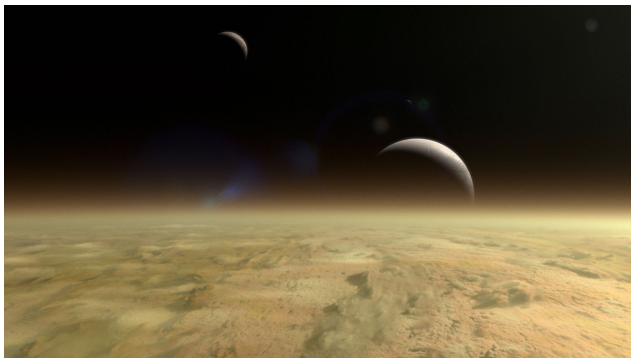
Whole shot including iced Mars made in Terragen, comping in Nuke.



The Planets – Lola Post Production

Scene layout

Terragen cloudscape



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Scene layout

Terragen cloudscape



Terragen cloudscape

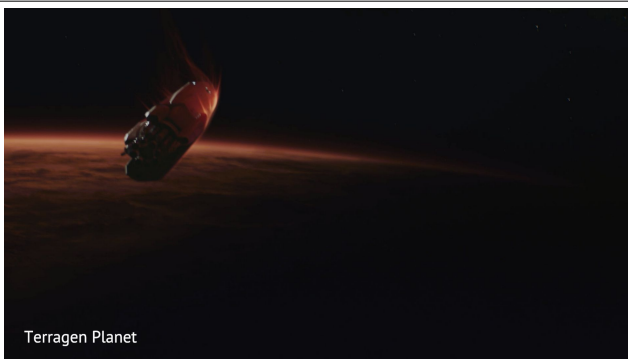
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Scene layout

Set extension to foreground glacier element, tracked in Pftrack, created in Terragen.

The Planets – Lola Post Production



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.

MARS – Framestore



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



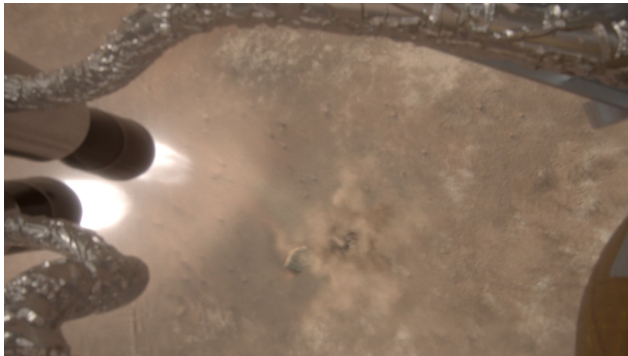
MARS - Framestore

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.



The Planets - Lola Post Production

Terragen terrain



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Scene layout

K2 explosion shockwave, created in Terragen, then enhanced with other elements by comp.



Britannia 2 - Lola Post Production

Set extension work in Houdini, based on LIDAR scan of the set, adding in new models from myself and others.

Tracking in PFTrack, rendered in Mantra.



Britannia 2 – Lola Post Production

Arrows, animated in Houdini, rendered in Mantra.



Britannia 2 – Lola Post Production

Full CGI shot, taking established layout based on LIDAR, inventing a new heli shot, laying out something prettier, especially the foreground.

Tweaks to the background Terragen extension to extend the river further.

Assembled in Houdini, rendered in Mantra.



Britannia 2 – Lola Post Production

Full CGI shot, taking established daytime layout from above, relit to night time.

Assembled in Houdini, rendered in Mantra.



The Planets – Lola Post Production

Scene layout, with Terragen landscape in the foreground, Houdini planet in the background, passed to comp.



The Planets – Lola Post Production

Scene layout

Terragen landscape



Halwani Chicken Commercial - Seed Animation Studio

Scene layout, particle systems for hay on barn floor and dust motes in the air.

Lighting and shaders in Redshift3D.



Halwani Chicken Commercial - Seed Animation Studio

Scene layout, particle systems for grass, stones, pebbles, fences and trees.

Lighting and shaders in Redshift3D.



Halwani Chicken Commercial - Seed Animation Studio

Scene layout, particle systems for hay.

Lighting and shaders in Redshift3D.



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 liaising 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.



Teletubbies - Lola Post Production

Trees & set extension system used throughout series.



P&O Commercial – Seed Animation Studio

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.



P&O Commercial – Seed Animation Studio

Scene layout

Unrolling paper system and animation thereof.



Teletubbies - Lola Post Production

Trees & set extension system used throughout series.

Blossoming tree.



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

Shading, lighting, animation and composite of arrow.

Lit and rendered in Arnold.

Model by another artist.



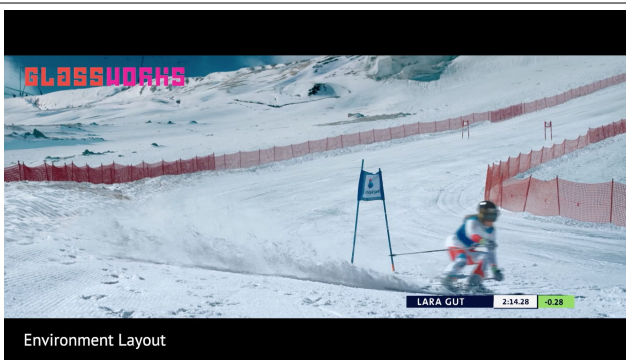
Environment Layout
Swisscom Commercial - Glassworks

Layout of barriers and crowds.



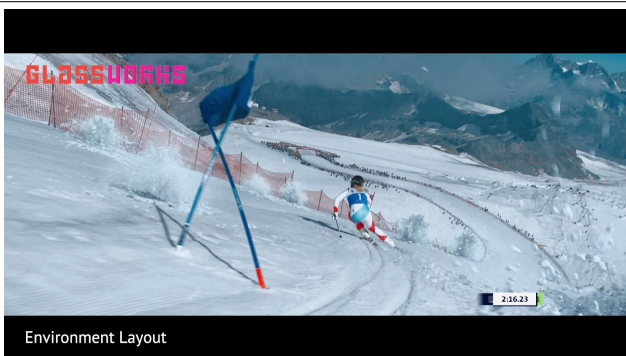
Environment Layout
Swisscom Commercial - Glassworks

Layout of barriers.



Environment Layout
Swisscom Commercial - Glassworks

Layout of barriers.



Environment Layout
Swisscom Commercial - Glassworks

Layout of barriers and crowds.