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BREAKDOWN SHEET



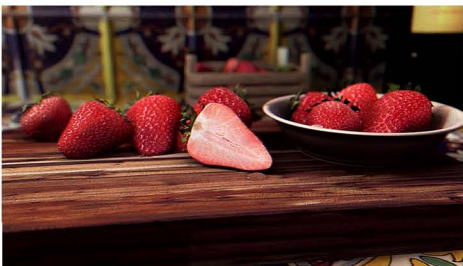
"Hennessy Barrel Room"

Maya, Mental Ray, Nuke, Photoshop, After Effects
- The completed portion of my Senior Studio 1 project, a Hennessy Cognac commercial that is currently in production
- Heavy geometry handled by writing out a Mental Ray proxy which is only loaded at render time
- Responsible for all aspects



"Hennessy Distillery Room"

Maya, Nuke, Photoshop, After Effects
- Responsible for all aspects, including modeling, lighting, and textures



"Strawberries"

Scene modeled and lit in Maya render layers, composited in Nuke
- Strawberry texture maps, fruit, and leaves painted in Photoshop
- Subsurface scattering with Mental Ray
- Responsible for all aspects



"R2-D2 Camera Track"

Maya, Mental Ray, Boujou, Nuke, Photoshop, Canon t2i
- Used Boujou to track the panning background plate
- Composited using RGB lighting to control intensity of key, sky, and fill lights
- Responsible for all aspects



"Film Canister Match to Live"

Maya, Mental Ray, Nuke, Photoshop, Canon t2i
- Using render layers, the CG element was composited into a live action plate
- Responsible for all aspects



"CG Tennis Ball"

Maya, Mental Ray, Nuke, Photoshop
- Ball was composited into a provided frame
- RGB lighting was used to control the light intensity of several renders
- Proxy geometry was created to cast shadows on the ball
- Ball was textured using Maya fur



"Parliament"

Houdini, Nuke
-Procedural modeling demonstration



"Photography"

Canon xti, 5d mark II, and t2i cameras; Photoshop; various studio lighting
- Photographs I've taken that demonstrate strong comprehension of artificial and natural light