

# LARRY WEISS

## DEMO REEL BREAKDOWN

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- STARSHIP TROOPERS
- Technical Directed all shots
  - Lighting using Softimage and proprietary tools
  - Rendering with Renderman
  - Wrote scripts to manage lighting and rendering process
- FORCES OF NATURE
- Shots 1 & 2: Sky replacement compositing using PDI tools.
  - Airport Sequence:
    - Sky replacement compositing
    - Lighting and compositing on CG Seagulls using PDI tools
- DITROPAN “SPILL”
- Lighting and compositing of bowl and water.
  - Used PDI proprietary tools
- UNTITLED SHADER TEST
- Lighting and composited test using non-photoreal shader created by Shader Artist
- DODGE CARAVAN “ICE”
- CG Supervised location shoot
  - Supervised & directed artists to achieve goals set by AD
  - Lighting/Texture digital ice van using PDI tools
  - Composited final shots using PDI tools.
- JET-DRY “TROOPS”
- CG Supervised location shoot
  - Supervised & directed artists to achieve goals set by AD
  - Lighting and texturing on store and some appliances using PDI tools
  - Final rendering and compositing using PDI tools
- CIRCLE K “LIZARDS”
- Supervised & directed artists to achieve goals set by AD
  - Lighting and composited shots using PDI tools
- ANGELS IN THE OUTFIELD
- Lighting and composited Angels into background plates
  - Used PDI proprietary tools
- BRAVEHEART
- Motion tracked spears to live-action horses
  - Modeled/Textured/Animated spear using Softimage
  - Final lighting and compositing
- GODFATHER GAME
- Lead Lighter
  - Developed Lighting Pipeline and Processes using Maya & Mental Ray
  - Collaborated with AD to achieve visual goals
  - Trained and mentored all lighters on team
- BOND: EVERYTHING OR NOTHING
- Lead Lighter
  - Developed Lighting Pipeline and Processes using Radiant Software
  - Collaborated with AD to achieve visual goals
  - Trained and mentored all lighters on team