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Demo Reel Breakdown Sheet

1. **River** - Shot using HVX200. Software: Final Cut Pro. A time lapse of the Savannah River.
2. **Abandoned Room** - Software used: Maya and Shake
 - For this project, I wanted to break down my lights for a completely 3D environment to see if I could get more control using a handful of layers in Shake so that I could have better color control.
 - I rendered out one pass for interior lights and one pass for outside lights and then combined the two together in Shake. This gave me greater control over the intensity of the shadows and light colors.
 - Occlusion layers were used to add an extra level of dirt and contact shadows to the environment.
 - The light fog and depth of field layers were added to the scene to add a greater sense of depth and atmosphere.
3. **Baseball** - Software used: Maya and Shake
 - This was a match to live compositing project using render layers.
 - The scene was modeled and textured in Maya.
 - Each of the lighting layers used were broken down into RGB diffuse, specular, and bounce to have greater control in compositing in Shake.
 - Occlusion, shadow and reflection layers were also utilized to composite the scene in Shake.
4. **Colonial Dock** - Software used: Maya, Houdini, and Shake
 - This is one of the first effects shots of my thesis short film
 - The dock and ships were modeled and textured in Maya.
 - All objects were rendered out in render layers for compositing in Shake.
 - The water is a SOPs ocean created in Houdini and also has a modified ocean shader.
 - Everything was then brought into Shake and composited and color corrected together.
5. **Drumsticks** - Software used: Maya and Shake
 - This was a match to live lighting project.
 - The scene was modeled, textured and lighted in Maya.
 - Rendered out in separate render layers for compositing in Shake.
6. **Mill House** - Shot using JVC GY-HD110. Software: Boujou, Maya, and Shake
 - This was a test for my thesis to see if I could do convincing architecture in a matchmove scene.
 - Matchmoved in Boujou.
 - Modeled, textured and lighted in Maya.
 - Roto work and compositing completed in Shake.
7. **Saxophone** - Shot using HVX200. Software: Boujou, Maya, and Shake
 - This was a match to live project using and object with high reflectivity.
 - I took photographs of a chrome ball in the scene to use later in Maya.
 - In Maya, I separated all lighting layers into RGB light layers and also separated the reflections into separate layers as well.
 - I used the chrome ball photographs as environment maps for reflections in the scene.
 - Finally, I brought all the layers into Shake to composite them together and used compositing techniques like edge blur and light wrap to integrate the object into the scene.
8. **Colonial Street** - Shot using HVX200. Software: Boujou, Maya, Houdini, and Shake
 - This is the final shot of my thesis short film.
 - The shot was first matchmoved in Boujou.
 - The buildings and objects in the scene were modeled, textured and lighted in Maya.
 - Ocean water was procedurally animated, textured and lighted separately in Houdini.
 - Each object was rendered in it's own layer which was then all composited in Shake.