

SHOWREEL BREAKDOWN

Jonathan Moulin - Lighting/Look Development TD

“JOHN CARTER”

- Description of the project:
Stereo Feature Film at Cinesite.
- Position on the project & comment:
Lighting TD.
Key (Reference for one of the ship) and/or Shot Lighting, Mel Scripting (Lighting Tools).
Part of the team in charge of the flying ships, the thark ruins & the destructions shots.
- Software:
Maya, PRman, Proprietary Tools, NukeX.



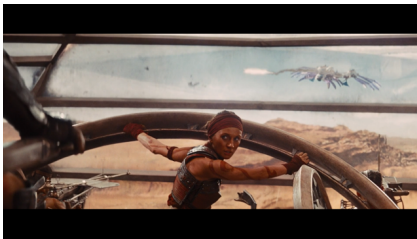
Look Development
Additional props on the ships.

Key & Shot lighting
Ship and crowds



Shot Lighting

Ships and Crowds



Shot Lighting

Ships and Set extension



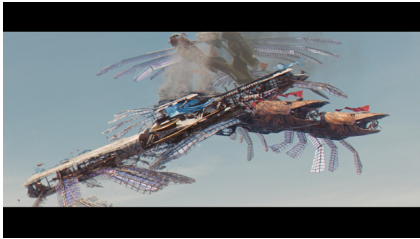
Key & Shot lighting

Ships, Set extension and CG Double
(Full CG Shot except for foreground characters)



Key & Shot lighting (Master Shot for this angle)

Ships



Key & Shot lighting, Scripting for Destructions.

Ship, crowds, FX, destructed parts & debris.



Key & Shot lighting, Scripting for Destructions.

Ship, destructed parts & debris.

“WORLD WAR Z” (Trailer Shots)

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Feature Film at Cinesite

- Position on the project & comment:

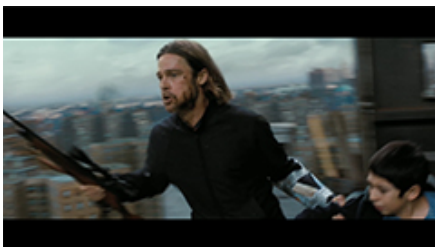
Look Development / Lighting TD.

Characters : Crowds, Zombies and Assets/Props Look Development.

Shot Lighting, Script/Tools Development (mel scripting) for Lighting TDs.

- Software:

Maya, PRman, Proprietary Tools, NukeX.



Look Development

CG Rifle and Knife



Look Development

Zombies and Humans for the crowd



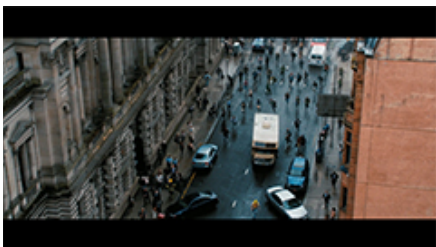
Look Development

Zombies and Humans for the crowd



Look Development

Zombies and Humans for the crowd



Look Development

Zombies and Humans for the crowd



Look Development & Shot Lighting

Humans for the crowd

Props and Assets (Trucks) on the Deck

“MERLIN - SEASON 5”

- Description of the project:

BBC's TV Series at Vine Post-Production.

- Position on the project & comment:

Generalist / Look Development / Lighting TD.

I was in charge of the look development (sometimes including texturing and modeling) and key/shot lighting of the creatures (more than 60 shots), everything in 5 months.

- Software:

Maya, Arnold, NukeX, Mari.



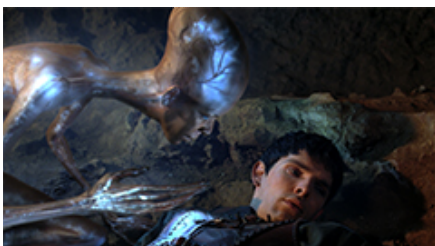
Look Development & Key/Shot Lighting

Creature



Look Development & Key/Shot Lighting

Creature



Look Development & Key/Shot Lighting

Creature



Look Development & Key/Shot Lighting

Creature



Look Development & Key/Shot Lighting
Creature



Look Development & Key/Shot Lighting
Creature

“SAMMY 2 : ESCAPE FROM PARADISE”

- Description of the project:

Stereo Animated Feature at nWave Digital.

- Position on the project:

Lighting TD.

I worked on key (master shots for sequences) & shot lighting.

- Software:

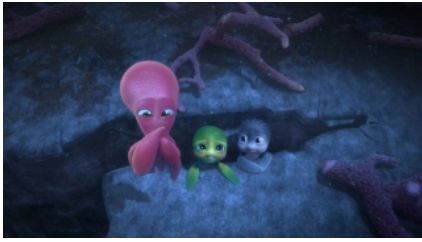
Maya, 3Delight, Proprietary Tools.



Shot Lighting
Environment and FX.



Key & Shot Lighting
Reference shot for the water look.
Characters, Environment and FX.



Shot Lighting

Characters, Environment and FX



Key & Shot Lighting

Character, Environment and FX



Key & Shot Lighting

Characters, Environment and FX



Shot Lighting

Characters, Environment and FX



Shot Lighting

Characters, Environment and FX



Key & Shot Lighting

Reference shot for that environment

Characters, Environment and FX

“SANTA’S MAGIC CRYSTAL”

- Description of the project:

Stereo Animated Feature at Benuts (Victor Studio) & Grid-vfx.

- Position on the project:

Lighting TD.

I worked on key & shot lighting for more than 200 shots in 5 months.

Fixed or optimized thousands of others.

Using mainly Final Gather and Raytrace.

- Software:

Maya, Mental Ray.



Shot Lighting

Characters & Environment



Shot Lighting

Characters & Environment

BG is an FX plate



Shot Lighting

Characters & Environment

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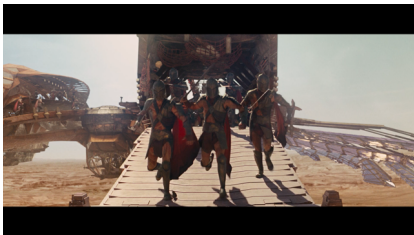
- Software:

Maya, PRman, Proprietary Tools, NukeX.



Look Development
Additional props on the ships.

Key & Shot lighting
Ship and crowds



Key & Shot lighting

Ship and crowds