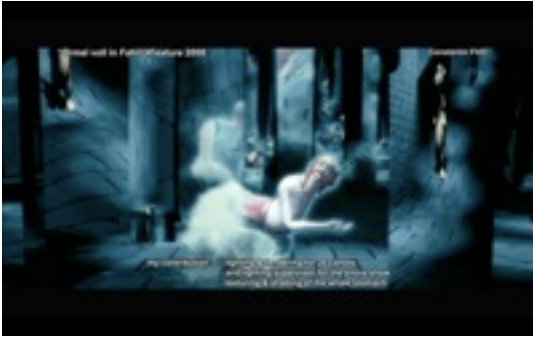


Shotbreakdown Lighting Reel 2010 | Guillaume Wyatt



"Urmel voll in Fahrt" Constantin Film. 2008
Position: Lighting Supervisor
Renderer used: Mentalray

In this Shot I did:

Lighting, Rendering and Precompositing.
Final Compositing.



"Urmel voll in Fahrt" Constantin Film. 2008
Position: Lighting Supervisor
Renderer used: Mentalray

In this Shot I did:

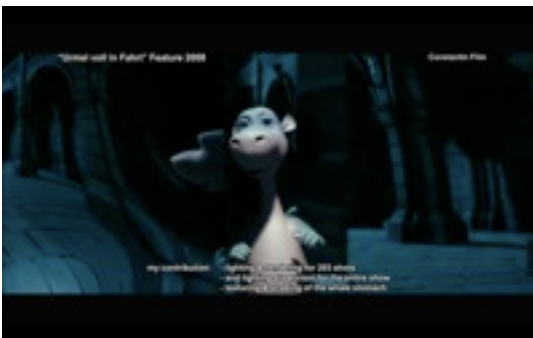
Lighting, Rendering and Precompositing.
Final Compositing.



"Urmel voll in Fahrt" Constantin Film. 2008
Position: Lighting Supervisor
Renderer used: Mentalray

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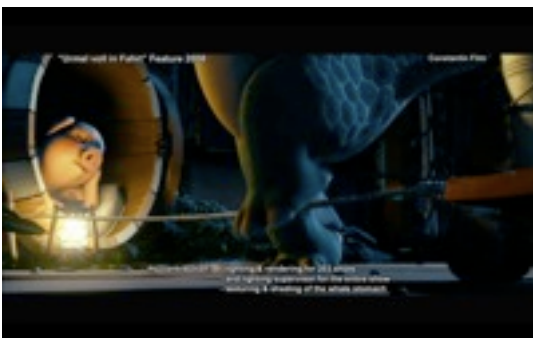
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"Urmel voll in Fahrt" Constantin Film. 2008
Position: Lighting Supervisor
Renderer used: Mentalray

In this Shot I did:

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whale stomach texturing and shading.



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Position: Lighting Supervisor
Renderer used: Mentalray

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Shotbreakdown Lighting Reel 2010 | Guillaume Wyatt



"Urmel aus dem Eis" Bavaria Film. 2006
Position: Lighting & Rendering TD
Renderer used: Maya Software Render

In this Shot I did:

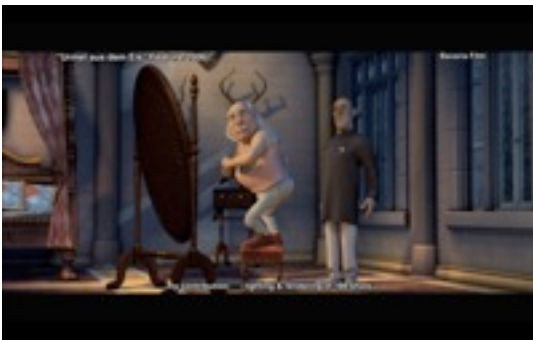
Lighting, Rendering and Precompositing.
The animated rain texture on the windows and the
Light coming through the window.



"Urmel aus dem Eis" Bavaria Film. 2006
Position: Lighting & Rendering TD
Renderer used: Maya Software Render

In this Shot I did:

Lighting, Rendering and Precompositing.
The animated rain texture on the windows and the
Light coming through the window.



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Position: Lighting & Rendering TD
Renderer used: Maya Software Render

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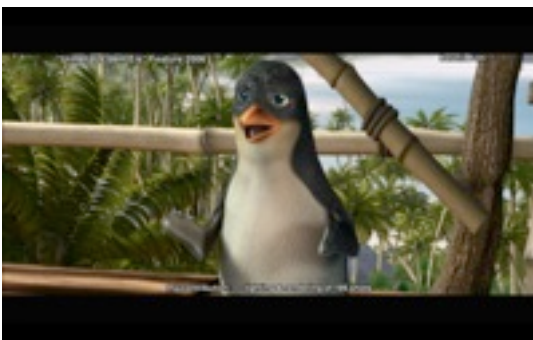
Lighting, Rendering and Precompositing.
The animated rain texture on the windows and the
Light coming through the window.



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Renderer used: Maya Software Render

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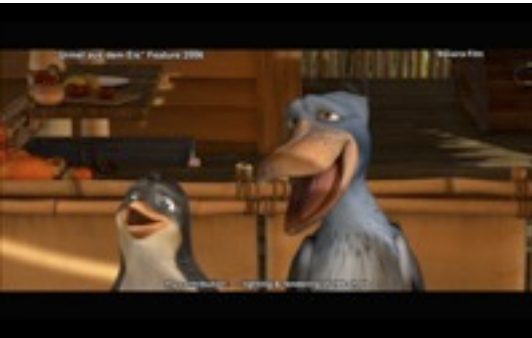
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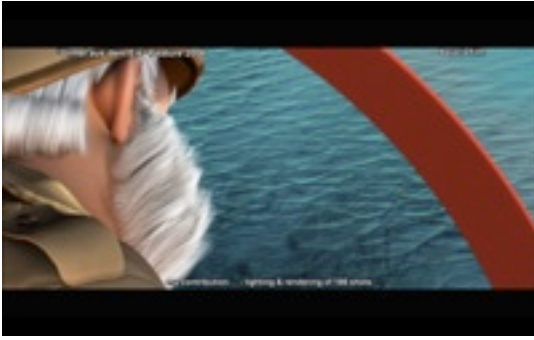


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