

Lernwel Ang

Commercials Reel 2011

Breakdown / Shot List

Timecode

00.03 - 00.09

Project Bench

- CG teardrop
- did the whole effect from start to finish.

00.10 - 00.14

Project Cocoon

- created the look (shading and rendering) of the cocoon, butterfly, and trees.
- animated the growing and movement of the trees.
- animated the cocoon and butterfly.

00.15 00.20

Project Cocoon

- product freight: modelled, animated (including cloth dynamics), and lit everything.

00.21 00.33

Project Perky

- modelled the all of the environment sets, and lit all of the scenes.
- textured/shaded everything.
- modelled main (product) character.
- animated the camera movement, flowing river (via procedural textures), letters floating on the river, and particles.
- responsible for render pass management.
- developed utilities for Maya to LightWave data transfer (e.g. Maya2LW2).

00.34 00.44

Project "Buksan ang Summer"

- modelled, textured and animated the 3D Coke bottle.
- created and animated bubble elements, sun, and main title ("Buksan ang Summer") element.

00.45 00.53

Project Sickat

- modelled, textured, and animated all 3D elements
- created and animated all 2D cel-look elements (i.e. Hello Kitty characters and background environment) using Moho

00.54 01.00

Product: Modess

- modeled, textured, lit everything, including final comp.
- animated camera movement
- animated blue water using Realflow and particles

01.01 01.06

Project Best Friends

- modelled CG product character
- contributed to rigging the CG product character
- lit and integrated (composited) CG character onto the plates