

Daniel Smollan

Technical Director

Showreel shot breakdown



Harry Potter and the order of the phoenix

CG set extension
Lighting TD: Environment lighting
Maya, RenderMan



Sweeney Todd

CG set extension & surrounding full CG environment
Lighting TD: Environment lighting
Texture artist: painting building & prop textures
Maya, Photoshop, Renderman



Sunshine

Full CG environment
Lighting TD: Environment lighting
Maya, RenderMan



Sunshine

Full CG environment & character
Lighting TD: Environment & character lighting
Animation: character animation
Maya, RenderMan



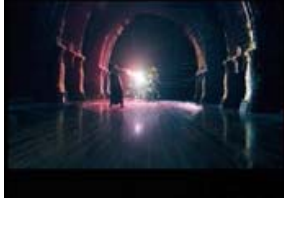
Harry Potter and the order of the phoenix

CG set extension
Lighting TD: Environment lighting
Maya, RenderMan



Sunshine

Full CG environment & character
Lighting TD: Environment & character lighting
Animation: character animation
Maya, RenderMan



Harry Potter and the order of the phoenix

CG set extension (far atrium)
Lighting TD: Environment lighting
Maya, RenderMan



Sunshine

CG set extension (ground & spot lights)
Lighting TD: Environment lighting
Maya, RenderMan



The Ant Bully

Render TD, Imax artist
Houdini, RenderMan, Nuke



Harry Potter and the order of the phoenix

CG set extension
Lighting TD: Environment lighting
Maya, RenderMan



Sunshine

Full CG environment, character & props
Lighting TD: Environment & character lighting
Animation: character animation
Maya, RenderMan



Harry Potter and the order of the phoenix

CG set extension
Lighting TD: Environment lighting
Maya, RenderMan



The Ant Bully

Render TD, Imax artist
Houdini, RenderMan, Nuke



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CG set extension
Lighting TD: Environment lighting
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The Ant Bully

Render TD, Imax artist
Houdini, RenderMan, Nuke



The Ant Bully

Render TD, Imax artist
Houdini, RenderMan, Nuke



Sunshine

Full CG environment
Lighting TD: Environment lighting
Maya, RenderMan



Sunshine

Full CG environment
Lighting TD: Environment lighting
Maya, RenderMan



Narnia – Prince Caspian (coming soon)

Full CG characters & character leg extensions
Lighting TD: furry characters over several sequences
Crowd Lighting TD: Lighting and rendering crowds
Look-Dev TD: Character digital double look development
