# Jack Pendino | VFX Reel Shot Breakdown

678-899-9986 | jack@spacewindowproductions.com | LinkedIn | Demo Reel

## When the Ocean Pierced the Sky Trailer Shot

- Weapon Tracking and Replacement
- Created water simulation and textures for sword models in Blender
- Animated swords to track live action props
- Created clean plate without live action props in After Effects
- Rotoscoped actors for compositing on top of models

## Enemy Within

- Green Screen Key | Nuke
- Created a keying node setup to remove the green screen and surrounding environment

## 3D Object Compositing

- Camera Tracking and Compositing | Maya and Nuke
- Tracked live action footage to match the camera
- Composited 3D models into the footage
- Matched lighting of the models to the live action footage

## City Lighting

- Kitbashing and Lighting | Unreal Engine
- Compiled assets into a scene
- Framed the shots and lit the scene

## Autumn Render

- Kitbashing and Lighting | Blender
- Compiled assets into a scene
- Modeled and textured pumpkin, mat and table
- Lit the scene

## Boss Fight Render

- Kitbashing, Simulation, Lighting | Blender
- Compiled assets into a scene
- Particle sim for the Boss
- Smoke simulation in EmberGen
- Lit the scene