

# Jared Kengla - Reel 2018.8 Breakdown Sheet



## **Seanmen CG**

June 2018

The tools I used for this re-imagination of my portrait of my brother included Maya, Substance Painter, Houdini, and After Effects. I am responsible for all aspects, although the teeth model was downloaded from CG Trader and the boy character from Mixamo. Modeling was done in Maya. FLIP fluid simulations were merged with ocean spectra for a seamless ocean effect in Houdini, all rendered with Mantra.



## **Pixar Kitchen**

April 2017

For this Pixar Challenge I used Mari to texture and Renderman for Maya 21 to light and render the supplied kitchen model. I used the idea of a 1960s Japanese kitchen for reference and inspiration. The .ptex file type was used as an experiment to avoid UV unwrapping, although it may have increased render time with large file sizes.



## **Twizy Tizzy**

November 2018

Under mentor-ship by The Mill NYC, my team and I completed this faux car commercial as a collaboration between Houdini FX artists and Maya Lighting artists. I was on the FX side and was responsible for the pile of chocolate chips at the end. I modeled, shaded (Arnold), and simulated (Bullet solver) that aspect. I also helped my teammates in shooting the footage and a bit in compositing with Nuke.



## **Deep Clean**

February 2018

In this match-to-live project I chose to match a cg tube of toothpaste to a real one captured on camera. I used Arnold for Maya with nCloth simulations. The gum and teeth model was in part from CG Trader, and I was responsible for all other aspects. Compositing was completed in Nuke.



## **Knight of Cups**

March 2018

This match-mood project was meant to replicate a scene from Immanuel Lubezki's Knight of Cups film in CG. I used Arnold for Maya and Nuke to pull it off. The couch, skateboard, and character models were pulled from CG Trader, and I was responsible for all other aspects. I had fun changing the mood lighting from there in a 360 degree rendered animation.

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## ***Doll Story Modeling***

November 2018

In my last semester I was attached to Zandria Ross' Doll Story animation. Modeling was completed in Maya and UV unwrapping was done with Headus UV Layout. I compiled and lit this scene with Arnold for Maya to show those models I created according to the director's notes and references.



## ***Ladybot***

November 2017

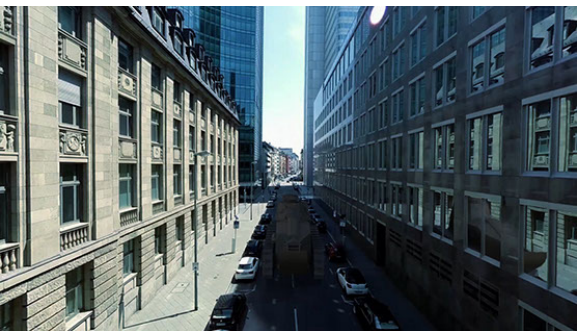
This freaky bug-bot was made with Houdini's procedural animation and modeling tools and rendered with Mantra. Textures were painted in Substance. Referenced from a sculpture by Igor Verniy. It walks along a linear channel operator attached to the leaf. I am responsible for all aspects.



## ***Jack-O***

October 2017

I used Houdini's copying with variation tools to create this complex scene on Halloween. It was rendered with Mantra, and I am responsible for all aspects. Using a subtle subsurface scattering blew these render times through the roof, as it tends to do.



## ***Tank St.***

March 2017

For this 3D tracking and integration project, I modeled a tank in Maya and textured it in Photoshop. With tracking tools in Nuke I analyzed provided footage and used the exported camera result to render the CG and composite it above the footage. I also used a 3D mask in Nuke to mask over a reflection pass. I am responsible for all aspects except the footage of this shot.