

Jonathan W. Rodegher

2011-2012 Lighting/Comp Reel Breakdown



Lumi: Produced in house at www.bigboom.tv.

Lighting, Shading, texturing, Rendering, Look dev, compositing. Lighting in **Maya**, render in **Mental Ray** and composed in **Fusion**.

Please visit www.bigboom.tv for full credits.



The Glammers: Video clips.

Freelance work, I've performed mostly Compositing work, Composed in **Fusion**, Lighting work on **Mental Ray**. Lighting work by Pablo Focareta.



Menu Du jour: Album Trailer

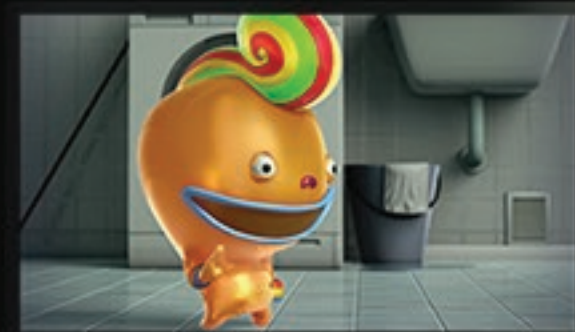
Personal work to promote a debut album.

Lighting done in **Maya**, rendered in **Mental Ray** and composed in **Fusion**.



Shooter Robot:

Personal work intended to test animation tools as well as shading, lighting and comp. Lighting in **Maya**, rendered in **Mental Ray** and composed in **Fusion**.



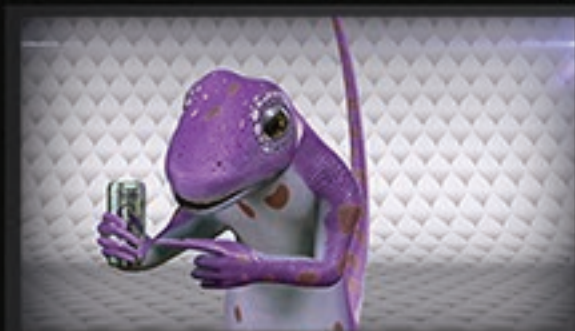
Mogul: commercial

Lighting, rendering, compositing and look dev. **Maya**, **Mental Ray** and **Fusion**. Produced in house at www.bigboom.tv.



Cuore: Short film series. Produced in house at www.bigboom.tv

Lighting, rendering, compositing and look dev work. **Maya**, **Vray** and **Fusion**. Please visit www.bigboom.tv for full credits.



Sobe-Rush: commercial campaign

Lighting, rendering, compositing and look dev. **Maya**, **Mental Ray** and **Fusion**. Produced in house at www.bigboom.tv.

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