Jonathan Wiliams Rodegher

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Reel Breakdown

Shot breakdown document.

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I'm currently based in Dublin.

Contents

"METEGOL"

Feature Film- Roll: Senior Ligther / Compositing / Shading.
Software: Maya / Arnold / Nuke

Task: Shot light. Provided with a default light set for the background, the shot required special attention on the characters, particularly for the close up at the end, and the overall mood of the scene. The shot required a set of lights for every character and split effects (volume lights, particles) into layers. Default nuke script provided for the background. **Lead Lighter**: Guido Luciani.

Task: shot light. Lit mostly from scratch, I was provided with a very basic light rig for the background to set up general light direction and colour. The complexity of the camera movement required splitting characters, extras, truck and helicopter into layers. Different light rigs for the characters were necessary as the main ones come from the interior to an exterior set. Compositing was made from scratch. **Lead Lighter**: Juan Elias.

Task: shot light. Background and secondary character light rig were provided from another shot. Focused on the main character and adapted the provided material to the camera movement. **Lighting Supervisor**: Eduardo Dominguez.

Task: Shot light. Lit from scratch, I was provided with direction and reference for the sequence. **Lead Lighter**: Guido Luciani.

Task: Shot light. For this shot I was provided with basic light rig for the background and reference from other shots for the rats. Both of these shots required to break the rats into layers according to the distance to camera. The foosball character had a light rig on its own. **Lead Lighter**: Guido Luciani.

Task: Lead Shot. Colour key was provided for this unique shot in the sequence. Moving and animated lights were divided in different layers to adjust in Nuke. Every character required a different light rig. **Lighting supervisor**: Eduardo Dominguez.

Task: Shot light. For this shot I was provided with a light rig for the set and a base comp. I had to carefully adapt the lighting rigs to this particular camera movement and focus on the lighting and comp of the characters. **Lead Lighter:** Juan Elias.

Task: Shot light. For this shot I was provided with a light rig and a base comp. Main focus of my task was on the close up characters and compositing. **Lead Lighter:** Guido Luciani.

Task: Shot Light. For these two shots I was provided with the basic background light rig. The focus was on the characters and matching the look consistently with the rest of the shots in the sequence. **Lead Lighter**: Guido Luciani.

Task: Shot light. Provided with a light set for the background, had to adapt it to the shot camera movement and situation. Plenty of compositing work specially for the volume lights, smokes and some particles as well. **Lead Lighter:** Juan Elias.

"Lumi"

Short Film - Roll: Lighter/Compositing/Look Dev.
Big Boom's firs short film. Soft: Maya / Mental Ray / Fusion.

This short film was produced in house in Big Boom studios, in Buenos Aires, Argentina. We were a small team and I was involved in the project, as a generalist first and later focusing very heavily on Shading / Lighting / Compositing and look Dev. My task was to illuminate the whole short film under the direction of Martin Piana. Several iterations of lighting, compositing and look development helped us design a pipeline to keep a consistency through the shots. The film was produced in Maya, rendered with Mental Ray and compositing done in Fusion.

"Lumi"
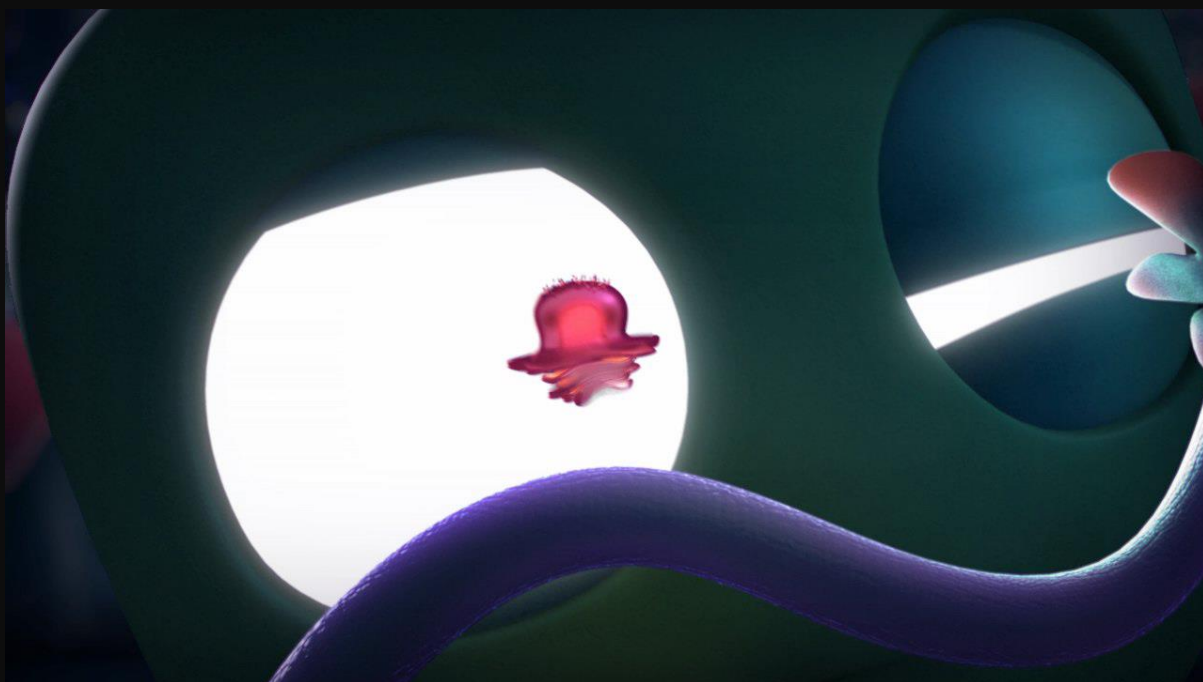
Full Credits:

Martin Piana: Direction and photography, script, Art direction, Character Design, Storyboard development, 3D assistance and compositing.

Javier Bustos: Script, Sound design, Original score and music.

Dolores Okecki: Concept artist, Character design and layout, Storyboard artist, Character animation.

Jonathan Rodegher: 3D character modeling and rigging, Lighting and textures , Rendering, secondary animation, compositing.

"The Glammers"

Video clip for virtual band - Roll: Lighter/Compositing/Shading/Texturing/Look Dev.
Soft: Maya / Mental Ray / Fusion.

Indie project for a virtual band, together with Pablo Focareta we were in charge to bring these characters to life in a series of video clips. Pablo designed the general lighting of the videos, and together worked to achieve the final look, including shading tasks and texturing. I got to work on the lighting and compositing of the following shots:

"Menu du Jour Album Trailer"

Trailer for an album release, personal project - Roll: Lighter/Compositing/Shading/Texturing/Look Dev.
Soft: Maya / Mental Ray / Fusion.

Personal project intended as a promotion for an album release. I worked on the project alone, bringing all aspects to the piece to its final form, being the final look of it my main focus.

"Shooter Robot"

**Animation, shading and look dev test. Personal project - Roll:
Lighter/Compositing/Shading/Texturing/Look Dev.
Soft: Maya / Mental Ray / Fusion.**

This very short piece is the result of an animation test. The focus of the piece was on the shading and render layers/passes. Every aspect of the metal shader has been rendered in different passes and composed later in Fusion.

"Mogul"

Ad project for Arcor, produced in Big Boom studios - Roll:
Lighter/Compositing/Shading/Texturing/Look Dev.
Soft: Maya / Mental Ray / Fusion.

I've worked on the lighting, shading, texturing and compositing of a series of pieces for the Arcor product, "Mogul".
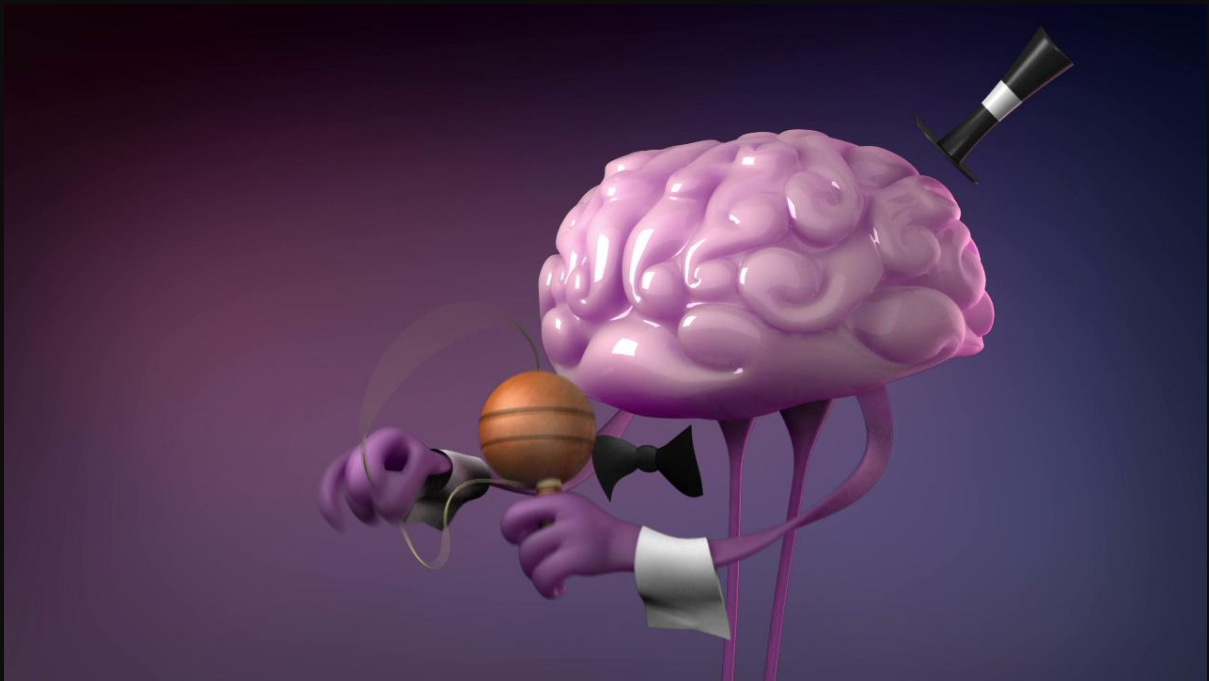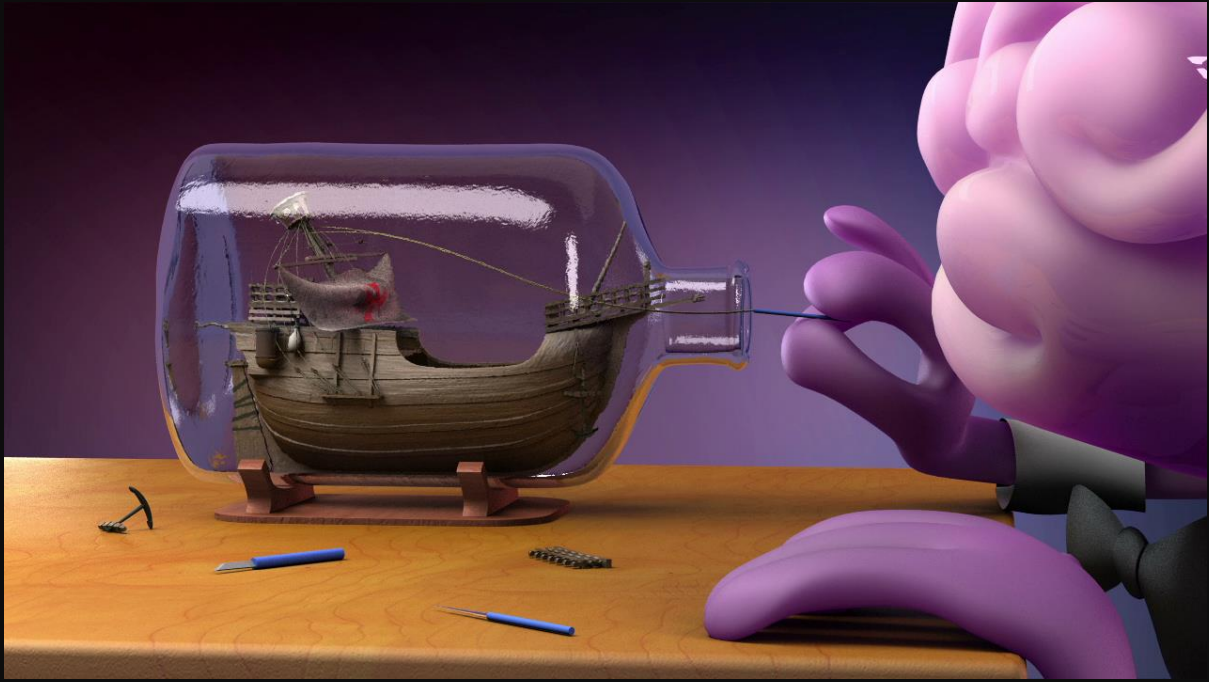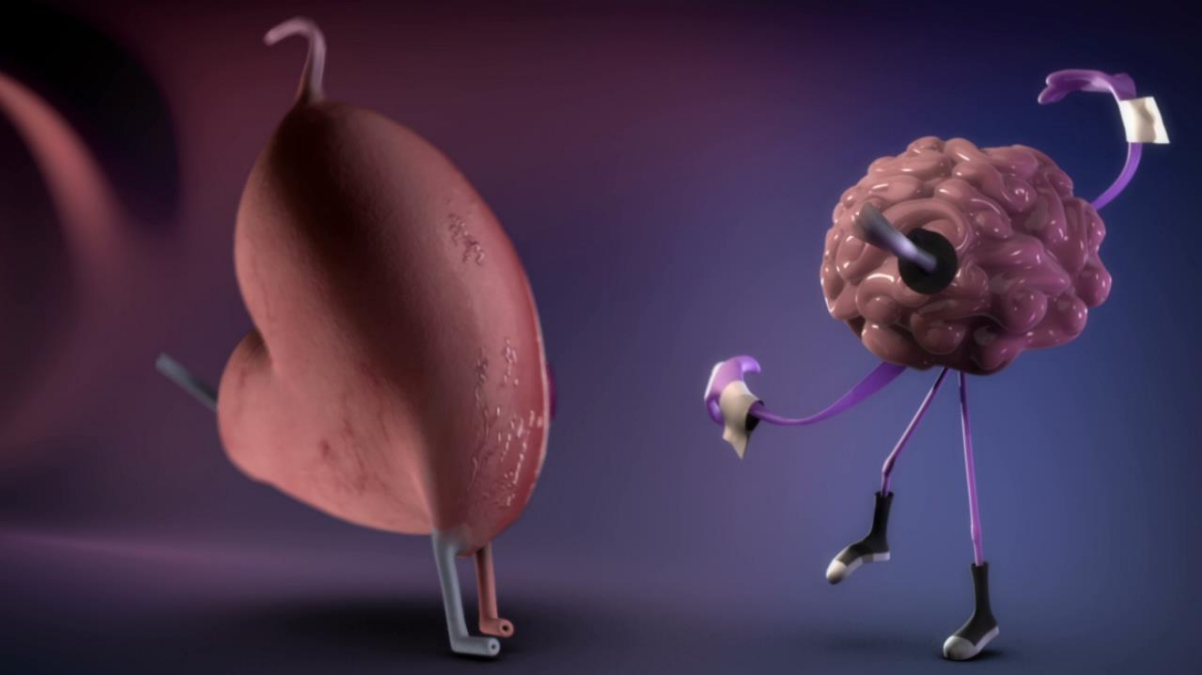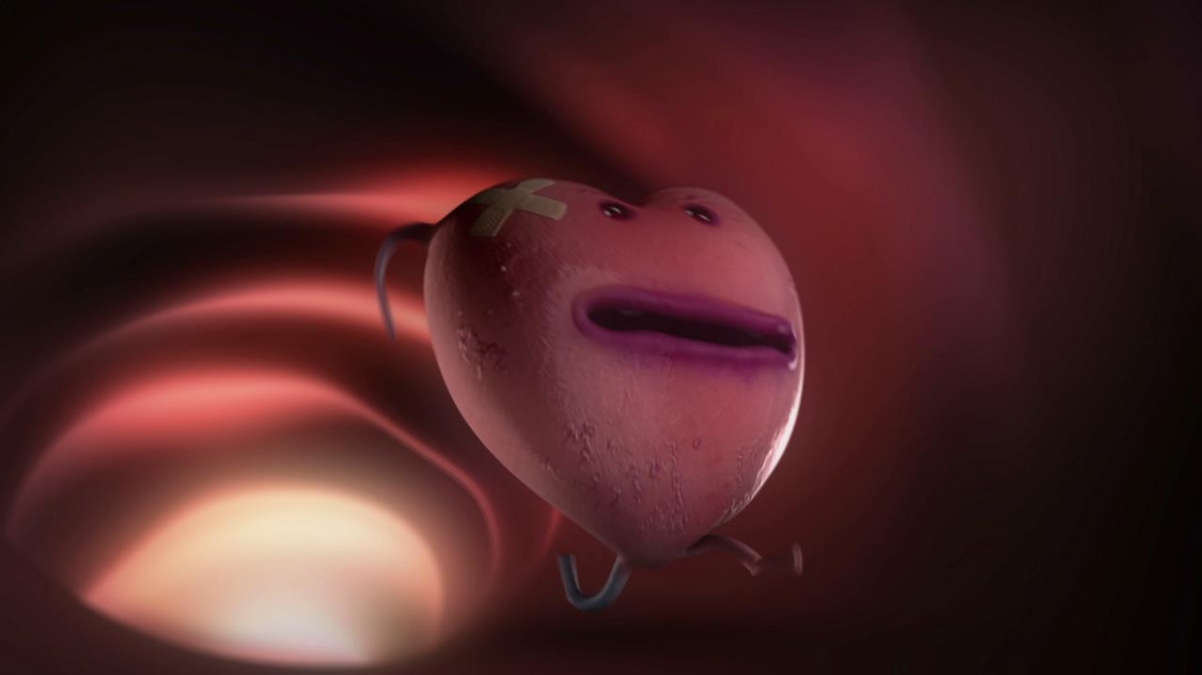
"Cuore, chapter 1"

**Big Boom animation project - Roll: Lighter/Compositing/Shading/Texturing/Look Dev.
Soft: Maya / Vray / Fusion.**

As part of a very small team, I was in char of the lighting, compositing, shading, texturing and look dev a series of short films for the Big Boom studio, under the direction of Martin Piana.
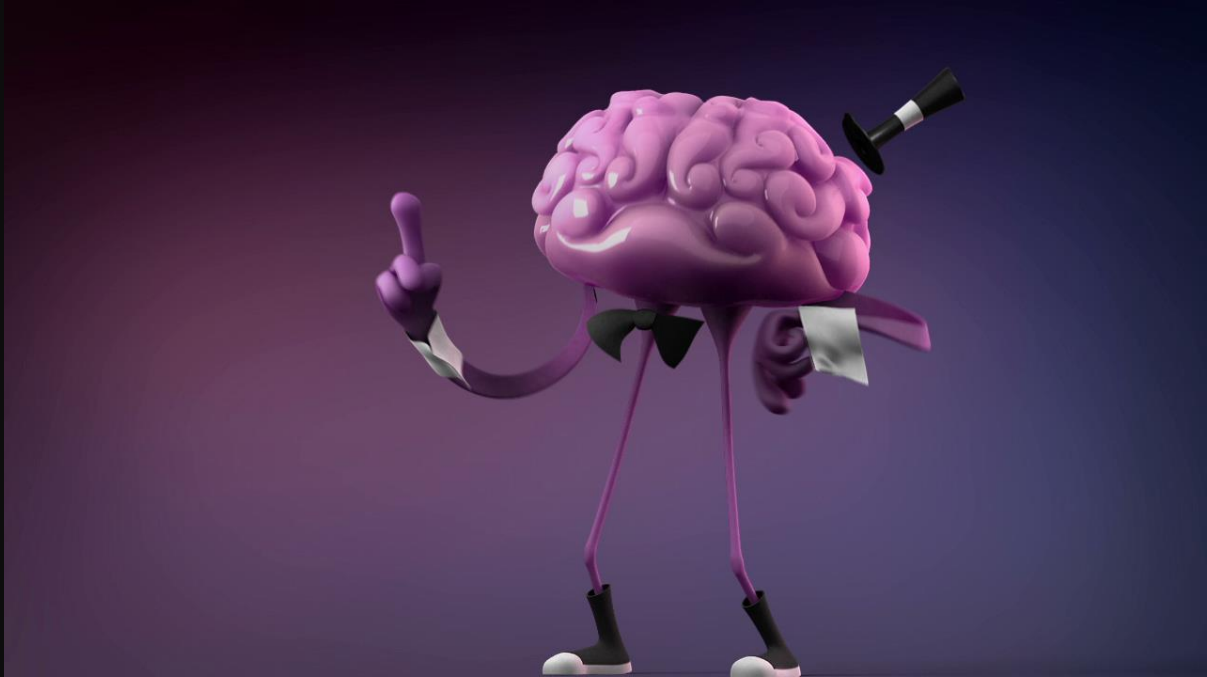
"Sobe Rush"

Viral campaign, Big Boom - Roll: Lighter/Compositing/Shading/Look Dev.
Soft: Maya / Mental Ray / Fusion.

I was in charge of the shading, lighting and compositing of this piece. Character textures done by Martin Piana.