

MICHAL FINEGOLD - REEL BREAKDOWN

Legend of the Guardians: The Owls of Ga'Hoole (3D)



Guardians versus Pure Ones - Lit in Maya / RenderMan. Composited in Nuke.



Angry Nyra - Took over mid-shot. Lit in Maya / RenderMan. Composited in Nuke.



Soren versus Kludd (1 & 2) - Lit in Maya / RenderMan. Composited in Nuke. Unique shots, used as key setup for other shots.



Metal Beak Close-up - Lit in Maya / RenderMan. Composited in Nuke.



Nyra Flying In - Unique shot, requiring its own setup. Lit in Maya / RenderMan. Composited in Nuke.



Digger Close-up - Lit in Maya / RenderMan. Composited in Nuke.

Captain America: The First Avenger



Shots from "Captain America" film. Lit CG head and neck of Red Skull character in Maya / Renderman, to match live action plates. CG was then composited into plates to replace parts of the live action character's head and neck.

Happy Feet Two (3D)



Served as lighting department technical director for this film, providing technical support for artists, troubleshooting and optimizing shots across many sequences.

Also did lighting and compositing on various shots in Houdini / 3Delight and Nuke; e.g. lit and composited this shot.

Geico Gecko



Shots from Geico TV spots. Lit CG gecko character in Maya / Mental Ray. Composited in Nuke.

Alka Seltzer - "Speedy"



Shots from Bayer's Alka Seltzer Plus TV spots featuring CG character "Speedy". Did look development for orange juice and letters. Created water particles accumulating on inside of glass. Lit in Maya / Mental Ray. Composited in Nuke.

Vitamin Water Frog



Shots from Vitamin Water TV spot. Lit CG frog character in Maya / Mental Ray to match live action plates. Composited in Nuke.

Electronic Arts - "Need for Speed"



Shots from a promotional spot for Electronic Arts' "Need for Speed" game, shown at the 2010 E3 conference.

Did look development for cars. Lit in Maya / Mental Ray. Composited in Nuke.

“Happiness Factory II” - Coca Cola Spot



Bridge - Lit foreground (characters, set, and props, not including liquid itself) in Maya / Mental Ray. Pre-composited in After Effects.



Firelight - Lit foreground (characters, props and set) in Maya / Mental Ray. Created firelight using expressions in Maya. Pre-composited in After Effects.



Float (wide) - Lit entire set, foreground characters and props, and background characters and props excluding crowds in bleachers, in Maya / Mental Ray. Pre-composited in After Effects.



Float (close-up) - Lit foreground (characters, props and set) in Maya / Mental Ray. Pre-composited in After Effects.



Diva - Lit characters, rope and bottle in Maya / Mental Ray. Pre-composited in After Effects.



Parade (1 & 2) - Lit entire set, characters and props excluding distant background crowds in bleachers, in Maya / Mental Ray. Pre-composited in After Effects.

Assorted Commercial Projects



OnStar - “Safe New World” - Composited in Nuke. Rotoscoped people and cleaned footage where needed. Faked shadows and reflections of landing road. Animated bounce of landing vehicles. Animated bushes on edge of broken terrain. Retimed wipers. Cleaned up footage to create textures for 3D renders. Also created some auxiliary render passes in XSI.



Buick Lacrosse - Full CG shots of Buick Lacrosse were created to match live action running footage of previous model.

Lit in Maya / AIR + Mental Ray. **Verizon**



Verizon Krazr & Cingular Razr - Lit and worked on materials in Maya / Mental Ray. Composited in Shake.



Jack Daniel's - “Proud” - Lit environment and background characters and worked on materials in Maya / Mental Ray. Composited said elements in After Effects

Gwen Stefani’s “Harajuku Lovers”



Clips from campaign for Gwen Stefani’s Harajuku Lovers fragrances.

Was the lead of lighting and materials, using Maya / Mental Ray, and After Effects. Did look development and created materials, render passes, and master composites for each character and other elements, giving the team a blueprint for the shots while retaining flexibility to respond to the client’s needs.

Created expressions in After Effects for “disco” floor effect and flashing neon sign. Did materials, lighting and pre-compositing on 3D girls, floors, neon sign, colorful balloons, notes, fruits, background 3D planets, and other secondary 3D characters. Created and pre-composited reflections and shadows of live action girl to tie her into the environment. Also modeled tiled floors and did their layout in various shots.



Product Shot - Hand and character it holds are live action. Other characters and glass bottles are CG. Modeled them and projected photographic textures onto them to match live action. Created reflections and shadows. Modeled and lit floor.