

Jonathan Fletcher Moore

Visual Effects Artist and Documentary Photographer

T 870.692.6474
jmoore@fletchart.com
www.fletchart.com

Breakdown Sheet

Each breakdown is in the order of appearance seen on the demo reel.

1. **Installation Space** (Creation time: 5 Weeks)

Modeled, textured, lit and rendered within Mental Ray for Maya. Texturing was done in photoshop and compositing in shake. A MEL scripting workflow was used to optimize rendering of tree in Maya. MEL was used to randomize individual polygon leaves by scale, rotation, shader, and shape.

2. **Yafa** (Creation time: 5 Weeks)

Fully textured, modeled, lit and rendered using Autodesk Maya and Mental Ray. Texturing done within Photoshop. ZBrush was used for UV mapping and texturing the structure. Compositing was done within Shake.

3. **Change the Future** (Creation time: 4 Weeks)

Modeling, rendering and lighting in Maya and Mental Ray. Texture work done within Photoshop. Compositing was done in Shake.

4. **2.5D Matte** (Creation time: 10 Weeks)

2.5D projection created using 2D matte painted elements and 3D geometry. Maya and Mental Ray were used for lighting, modeling, rendering. Compositing in Shake.

5. **People on the Ground** (Creation time: 2 Weeks)

People on the ground was a film/visual effects collaborative project. Responsible for topmost roof section which consisted of modeling, texturing, rendering, and matching lighting to the original studio. Autodesk Maya and Mental Ray were used for modeling, lighting, and rendering. Texturing in photoshop.

6. **Mediterranean Interior** (Creation time: 10 Weeks)

Created using Maya/Mental ray and Z-Brush. It was textured, lit, and rendered within Mental Ray for Maya. Hybrid Maya and ZBrush modeling workflow solution was developed for displacements and paint chipping. Compositing in Shake and Photoshop.

7. **WIP: Desert Scene** (Creation Time: Ongoing)

Currently using maya & mental ray for modeling, rendering and lighting. Texturing and background matte in photoshop.