


# Shane O'Shea - Reel Breakdown

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## Navigator's Quarters

Responsible for entirety.

(Modeling, texturing, lighting, layout)

Lighting & texture study surrounding a ship environment and the Navigator's influence on the room. To give the navigator of the ship a story, specific objects tie the navigator back to his family are scattered throughout the scene such as a handkerchief made by his wife and pictures of his family. All assets were designed to be viewed up close and candles were simulated using SideFX Houdini. Whole scene was rendered using Pixar's RenderMan.



## Diner Run

Responsible for entirety.

(Modeling, texturing, lighting, layout)

Lighting study comparison on a scene in the daytime and at night. Wanted to experiment with portal lights and how certain lightings from external and neon objects might change the mood and overall scheme of the scene compared to a natural daytime setting. All models and textures also made by me. Really got into the Jukebox model as I wanted it to be a main focus of my composition.



## Nature Walk

Responsible for entire scene.

(Modeling, texturing, lighting, layout)

Exploring the limits and features of custom paint effects and Maya to make an outdoor environment was the main goal of this piece. Also worked with simulating clouds using Maya's fluid effects. All scene has custom wind effects and baked animations. Rendered this scene using Mental Ray.



## Material Speculation

Responsible for sculpture from real life references.

In *Material Speculation* I was brought on board to analyze photographs of artifacts and statues that were destroyed by ISIS in the Mosul Museum in Iraq. From there I was re-sculpt them in zBrush to later be released online as 3D printable files to show the world they cannot destroy history and the cultures that we've built upon and lead us to who we are now. Render turntables done in KeyShot.



## Robot Fly

Responsible for all aspects.

(Modeling, texturing, rigging)

Independent project to design, rig and animate a robot fly. All modeling, and basic lighting and texturing setups done using Maya using Pixar's RenderMan. Exploring how efficiently and complex I could make the rig was a great challenge and use of my



## Home

Responsible for entire scene.

(Modeling, texturing, lighting, layout)

A study of realistic lighting using Maya portal lights. I wanted to play with the contrast of interior and exterior outdoor lighting and play with how the lighting setup could add a new dynamic to scene as a whole and add emphasis on certain textures that make up the walls and objects inside.

