

# Andrew Lyons

## B r e a k d o w n L i s t

- **Underpass at Night**
  - Maya / Mental Ray / Shake / Photoshop
  - CG exterior modeled in Maya.
  - Rendered layers using Mental Ray including Global Illumination, Final Gather, and Ambient Occlusion.
- **Apartment Kitchen**
  - Maya / Mental Ray / Shake / Photoshop
  - CG interior scene modeled in Maya.
  - Procedural and file textures.
  - Rendered layers using Mental Ray including Global Illumination, Final Gather, and Ambient Occlusion.
- **Grapes**
  - Maya / Mental Ray / Shake
  - Textured using the Mental Ray `fast_skin` material and a combination of file and procedural textures. To further control the variation in backscatter depth, a depth pass was used as mask to blend layers with differing depths.
  - Other layers included a randomized color variation shader, specular passes on two blinn shaders, and ambient occlusion.
  - Lights in Maya were placed to match background stock photo.
- **Sunglasses**
  - Maya / Shake / Photoshop
  - Match to live, lit using RGB light passes in Shake.
  - Modeled in Maya.
  - Chrome sphere unwrapped for reflection map.
- **A Sweet Snack**
  - Maya / Mental Ray / Shake
  - HDRI lighting.
  - Physical Sub-surface Scattering.
  - Chrome sphere unwrapped for reflection map.