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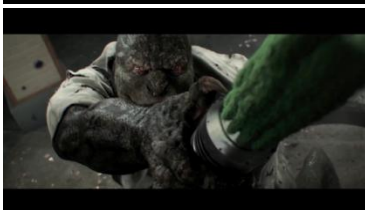http://www.DankFX.com

Shot Breakdown

The Amazing Spider-Man

Full CG city environment. Lit full scenes using Katana/Arnold
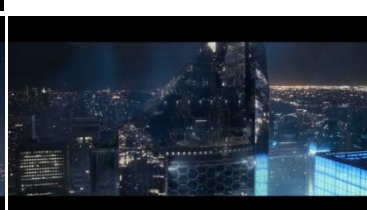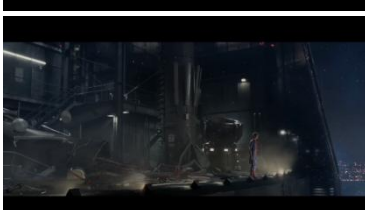

Full CG city environment. CG Spider-Man Lit full scenes using Katana/Arnold

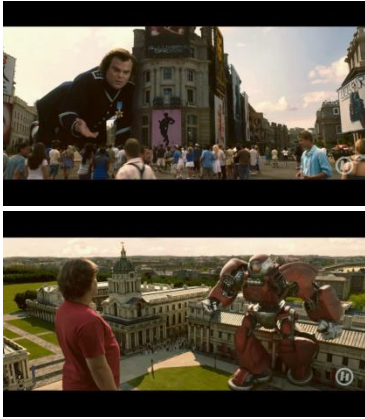Full CG environment, CG Lizard, CG Gas Lit full scenes using Katana/Arnold

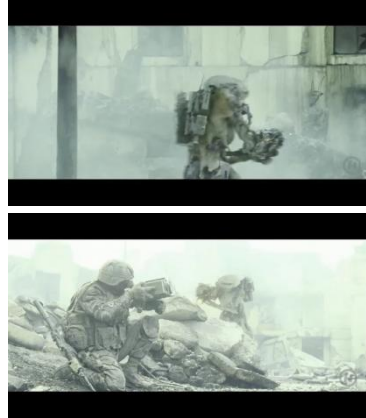CG Lizard, CG Gas Lit full scenes using Katana/Arnold

Full CG city environment. CG Spider-Man Lit full scenes using Katana/Arnold

Gulliver's Travels

Look Developed full CG city environment. Lit full scenes using a linear photometric lighting pipeline with Mental Ray.

Battle: LA

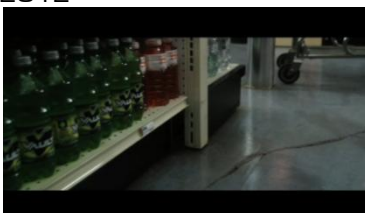Used Mental Ray to light CG aliens to match the set lighting.

Knight & Day

Look Developed Airplane and Tractor trailer truck. Lit full scene using a linear photometric lighting pipeline with Mental Ray, re-projected matte painting environment.

Look Developed cornfield, and lit full scene using a linear photometric lighting pipeline with Mental Ray.

2012

The cracks in the ground from the above shots were created through the combination of camera projected and procedural texture maps. Each shot was rendered by using Mental Ray's Final Gather with Photometric lighting.

This full CG scene was rendered and Look Dev'ed using Mental Ray's Final Gather and Global Illumination to create real world lighting effects

This full CG scene was rendered and Look Dev'ed using Mental Ray's Final Gather and Global Illumination to create real world lighting effects. The water was created with the use of displacement driven shaders and geometry warping. Night shot lit using over 200 photometric lights.
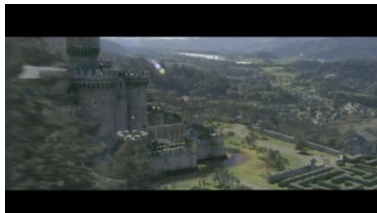
Take Shelter

Full Cg Living room, Look Dev'ed and Lit in Mental Ray, to match earlier live action shots in the film.

CG Bird Look Dev'ed and Lit in Mental Ray.

Bedtime Stories

Originating as just a digital set extension, this shot turned into a complete CG scene. The only parts kept from the plate are the trees [screen left] in the second frame. Mental Ray's Final Gather was use to create a sun lit feel, and Shaders.

This digital set extension shot was lit using Metal Ray's Final Gather to match the lighting of the on set castle. A CG moat and draw bridge was added to make the shot more dynamic.
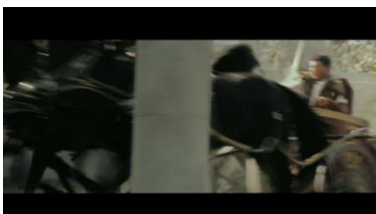
In order to get the proper bounce of light and shadows for these CG enviroments, the collapsing colonnade and massive crowds were lit together with the colosseum using Mental Ray's Final Gather

These full CG environments were lit using Metal Ray's Final Gather. The hedges are Maya Paint Effects rendered using proprietary geometry shaders. The trees were created through Maya Paint Effects that were converted into geometry.

To complete these shots, a mixture of CG geometry and matte paintings were used. Real world lighting was faked using proprietary Global illumination and Final Gather shaders. Rendered and Look Dev'ed using Mental Ray.

These shots are a mixture of multiple camera projections stitched together in Maya along with matte paintings. CG geometry was added to create the destroyed towns and environment. All rendered using Mental Ray's Final Gather.
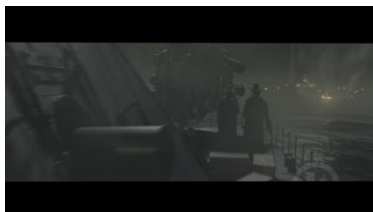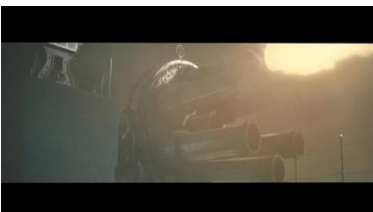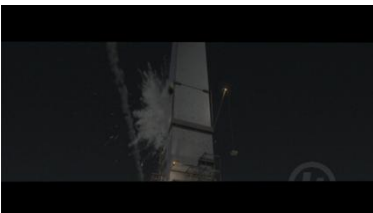
Jonah Hex

CG Dog, rendered and Look Dev'ed using a linear photometric lighting pipeline with Mental Ray.

Full CG Canon, mixture of CG set extension boat. Full CG water, Matte Painting Washington DC. All Lit and Look Dev'ed using Mental Ray.

Full CG Canon, mixture of CG set extension boat. Full CG water, Matte Painting Washington DC. All Lit and look Dev'ed using Mental Ray.

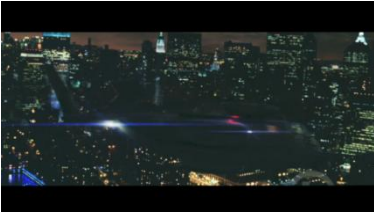Full CG shot, lit and look dev'ed using Mental Ray.

Avatar

Look Developed and lit the CG glass replacements for masks. All lit in Mental Ray.

Incredible Hulk

The helicopters in these shots were all rendered and Look Dev'ed using Metal Ray. The lower shot is a digital set extension of the helicopter consisting of the wings and rotor blades.