

Emerson Frota – Reel 2011 – shot breakdown

<http://www.vimeo.com/28067654>



Greatest Tank Battles, season II – Imarion Inc. (2010/2011)

Worked in almost every 3D step of the project, modeling, texturing, rigging, lighting, scripting, rendering and in some shots I worked as a compositor too and team supervisor.

My work in this specific shot was supervise the 3D team of about 10 guys, lighting and rendering.

Softwares: Maya and VUE.



El Dorado (TV min-series) – Imarion Inc. (2010)

This is a shot for a TV movie called El Dorado. We did this show (more than 100 VFX shots) in about 2 months of work in a team of three. It was a very challenging work, for the time that we had.

My work in this show was to do almost everything. I worked as a modeler, rigger, animator, 3D tracking, and renderer. And in some cases I also made the particles simulation.

In this shot I did the edge loop for this character, rig, animation and 3D tracking.

Softwares: Maya and Boujou.



The rain forest heroes – Celplay (2008)

I worked as a 3D supervisor. My work here was to do the animation (I animated some shots, including this one). I was responsible as well for the entire pipeline and schedules of each department from concept to render. I also worked as a rigger for some characters (like the jaguar and the cockroach).

Softwares: Maya and Photoshop



TV commercial (Curyon) – freelancer for AD Studio (2009)

This is a TV commercial that I did as a freelancer. My work here was modeling, rigging, animation, shading and lighting. I'm responsible for the particles simulation in this shot too.

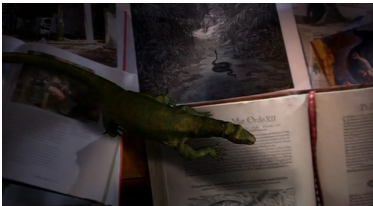
Softwares: Maya and Photoshop.



Personal project (2009)

This is one of my personal projects. I haven't finished yet, I'm still working on it in my free time. I'm responsible for everything here, create the concept, modeling, rigging, animating, rendering and composing.

Softwares: Maya, Photoshop and Nuke



The Beast of the Bible – QFX Animation and Effects (2010)

I worked as a 3D supervisor at QFX Animation and Effects, where we did part of the effects for this show.

In this particular shot I worked as a 3D animator.

Software: Maya



Pich for a TV commercial (2009)

Freelancer work, this was a pitch for a TV commercial. I'm responsible here for the rigging, animation and part of the modeling (I had to re-topology some elements to get a better deformation).

Software: Maya



Freelance work for Black Maria Studio (2009)

Freelance work, TV commercial. I did the rigging and animation of the dragon and the fire effect.

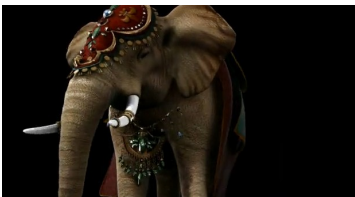
Software: Maya



TV commercial (Casas Bahia) – freelancer for Mixer (2008)

I did the animation and part of the render. The shaders was already in place my work as a “render guy” was just to made some adjustments and put it to render and make sure that everything was working fine in the end.

Software: Maya



TV commercial – freelancer for Black Maria Studio (2009)

My work here was to do the rigging and the animation of this elephant. And I was also responsible for the cloth simulation too.

Software: Maya



MSN web site – freelancer for Sala12 Studios (2010)

This series of animation I did for the MSN website. I worked as a freelancer for Sala12. My work here was to do the rigging and the animation of this character. This works as a kind of game animation because the first pose has to be the same as the last one.

Software: Maya



Amazon River – QFX Animation and Effects (2010)

Environment create in VUE, worked in the VUE/Maya integration.

Softwares: VUE and Maya



Greatest Tank Battles, season II – Imarion Inc. (2010/2011)

Worked in almost every 3D step of the project, modeling, texturing, rigging, lighting, scripting, rendering and in some shots I worked as a compositor too and team supervisor. My work in this shot was, animation (camera and tank), particle simulation, rigging of the tank and the camera, lighting and rendering.

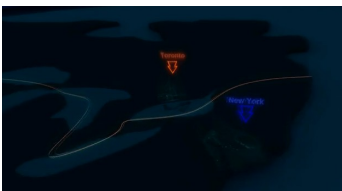
Softwares: Maya, Photoshop and VUE



The Beast of the Bible – QFX Animation and Effects (2010)

I worked as a 3D supervisor at QFX, where we did part of the effects for this show. In this particular shot I worked as a 3D animator and team supervisor.

Software: Maya



Yonge Street - Toronto Rock & Roll Stories, music documentary – Imarion Inc. (2011)

This is a shot for Toronto Rock & Roll Stories, a music documentary about the rock & roll history of the most famous street of Toronto.

My work in this shot was: art directing, camera rigging, lighting and rendering.

Software: Maya



The Cricket – QFX Animation and Effects (2009)

This was a pitch for a movie, my work in this shot as a 3D lead, doing the supervision of all steps (modeling, lighting/rendering and animation).

Software: Maya and After Effects



TV commercial VIVO – freelancer for AD Studio (2008)

This is a commercial for a mobile company in Brazil (VIVO). I worked here as a freelancer. I did the rig for this character and the animation in this shots.

Software: Maya



El Dorado (TV min-series) – Imarion Inc. (2010)

In this shot, I did part of the modeling (character and part of the environment), rigging the character, 3D tracking, animation, lighting and render.

Softwares: Maya, Photoshop and Boujou.



Personal project (2011)

This is one of my personal projects, the basic idea here is to explore some concepts and techniques that I have been learning. I'm responsible for everything in this shot, create the concept, modeling, rigging, animating, 3D tracking, rendering and composing.

Softwares: Maya, Photoshop, Boujou and Nuke