

Daniel Macarin

Demo Reel 2015: Shot Breakdown

Shot_01: (Golden Compass) Lighting and rendering, composite setup and work, model env props for shadows.

Shot_02: (Happy Feet) Shot Light, All Rendering All Compositing.

Shot_03: (The Hobbit: An Unexpected Journey) Sequence Supervisor on Rivendale. Breakdown is here: <https://www.youtube.com/watch?v=cqczPfWnQMI> In charge of lighting rig, rendering Rivendale, technical issues, and look development. In this shot, Rivendale is entirely rendered in cg.

Shot_04: (The Hobbit: An Unexpected Journey) Sequence Supervisor for Gollum. In charge of lighting, technical issues, fx and minor look development.

Shot_05: (Ironman 3) DFX Supervisor. In charge of sequence lighting, technical issues, rendering, fx, comp, modeling and lookdev. I ran dailies with all artists, lighting rounds, and comp rounds. 3 of us created the pipeline for the show for lighting and comp. The shot inside the helmet was done at another studio.

Shot_06: (Avatar) (Bombing Run) Sequence Lighting Lead, Shot lighting and fx setup, rendering, and look development.

Shot_07: (Avatar) (Forest Destruction) Sequence Lighting Lead, Shot lighting and fx setup, rendering, and look development.

Shot_08: (The Incredible Hulk) Lighting and rendering, composite setup and work, Texture paint and lookdev work on shields.

Shot_09: (Harry Potter 3) Locators done at ReelFX using Boujou Software. All lighting, All texturing, UV mapping, All texture maps, models, All shaders.

Shot_10: (Alvin and the Chipmunks) Shot lighting and rendering, composite work.

Shot_11: (Alvin and the Chipmunks) Sequence lighting and rendering, composite work.

Shot_12: (Happy Feet) Keylighter for sequence, All Rendering, All Compositing

Shot_13: (Dawn of the Planet of the Apes) (California Street Attack) Sequence Supervisor in charge of creating the lighting rig and rendering, composite setup, pipeline, technical issues and daily rounds with tds.

Shot_14: (Avatar) (River Training) Sequence Lighting Lead, Shot lighting , rendering, and look development.

Shot_15: (Avatar) (Banshee Training) Sequence Lighting Lead, Shot lighting , rendering, and look development.

Shot_16: (Avatar) (River Training) Sequence Lighting Lead, Shot lighting , rendering, and look development.

Shot_17: (Godzilla) (San Francisco Attack) Sequence Supervisor, Shot lighting, rendering, and look development. In charge of lighting, rendering and comp pipeline for the sequence.

Shot_18: (The Hobbit: An Unexpected Journey) Sequence Supervisor for Erebor. In charge of lighting, technical issues, fx and minor look development.

Shot_19: (The Avengers) (Germany Fight) DFX Supervisor. In charge of sequence lighting, technical issues, rendering, fx, comp, and lookdev. I ran lighting rounds and comp rounds. Breakdown:
<https://www.youtube.com/watch?v=FOKXQsftpag>

Shot_20: (The Avengers) (Quinjet Fight) DFX Supervisor. In charge of sequence lighting, technical issues, rendering, fx, comp, and lookdev. I ran lighting rounds and comp rounds. Breakdown:
<https://www.youtube.com/watch?v=FOKXQsftpag>

Shot_21: (The Avengers) (Forest Fight) DFX Supervisor. In charge of sequence lighting, technical issues, rendering, fx, comp, and lookdev. I ran lighting rounds and comp rounds. Breakdown:
<https://www.youtube.com/watch?v=FOKXQsftpag>

Shot_22: (Happy Feet) Keylighter for shot, All Rendering, Compositing.