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Reel Shot Breakdown

Segment #1: Transformers Cybertron 2 E3 Video • Digital Domain Mothership

- Primary Lighting TD
- Various Modeling/Texturing including Arc Building and Ramp
- Implemented laser fire in all shots

Segment #2: Green Lantern • Sony Imageworks

- Sr. Lighting TD (Katana)
- Significant Look Dev on asteroids
- Created Lighting for all shots as well as developed lighting method for shots involving asteroids. Trained team on how to use.

Segment #3: Skyy Vodka • Digital Domain Mother

- Lighting TD, Look Dev, Modeling (dome room)
- Trained entire team on pipeline use, created documentation.

Segment #4: Microsoft • Unreleased Commercial

- Project lead/CG Supervisor
- Responsible for creating workflow, quality management, all lighting and texturing

Segment #5: Microsoft • Hyundai Elantra • We are Royale

- Environment Modeler

Segment #6: Idiocracy • Stargate Films

- Modeled/Textured Jack Hammer Truck
- Textures/Shaders on Drill Truck
- Design Art Direction for Vehicle Geometry and Cab Paint design
- Worked with Mike Judge
- Look Dev/Shaders for Both Vehicles in shot.

Segment #7: Fringe • Zoic Studios • Sewer Creature

- Lighting Lead – All shots
- Major Troubleshooting
- Shader Development & Look Dev
- Frame buffer pass rendering

Segment #8: Fringe • Zoic Studios • Butterflies

- Lighting Lead TD for all shots (CG Lights, No IBL, RGB Lighting Pass enhancement.
- Mental Ray troubleshooting all shots – 600 animated characters
- Animated lights to fake placement in inaccurately tracked scenes
- Shader Look Dev for Butterflies
- Modeled & Textured Butterfly
- Entire Episode was 18 shots done in 2 1/2 weeks

Segment #9: Fringe • Zoic Studios • Porcuman

- Lighting Lead TD for all shots (IBL and CG Lights)
- Rendered various passes in Mental Ray frame buffers

Segment #10: Fringe • Zoic Studios • Parasite

- Lighting Lead TD for all shots (IBL & CG Lights)
- Modeled and UV'd all assets except for Parasite
- Shader Look Dev for all assets except for Parasite
- Texture Painting of all assets except for Parasite

Segment #11: Look Effects • Next

- Modeling lead and texture/look dev lead both vehicles
- Look Dev/Texture Painting for both Vehicles
- Various remodeling and modeling
- Supervised modeling and texturing of logs
- Lighting/Rendering Lead for 13 shots (mental ray)

Segment #12: EA Games • Need for Speed Cinematic • Zoic Studios

- CG Lead/CG Supervisor for phase 1 of 3 phase project
- Supervised 6 artists in modeling, texturing and shading for hundreds of game assets
- Created initial lighting strategy for V-Ray/Maya using IBL & CG Lights

Segment #13a: Pioneer – Formula 1

- Lighting, rendering and Shader Look Dev for multiple passes including various beauty, reflection, ambient occlusion, spec, color and depth

Segment #13b: Pioneer – Gear Environment

- Shader Look Dev for entire shot
- Lighting and rendering (Mental Ray)
- Light fog-fake using volume primitives

Segment #14: AFLAC • Brand New School

- CG Supervisor
- Major rebranding for AFLAC duck
- Hired 12 artists supervised all aspects of CG production.
- Devised and implemented character pipeline for simultaneous animation/lighting
- Look Dev, budgeting, modeling, texturing, animation/rigging supervision.

Segment #15: Mucinex

- Lighting/Compositing Lead
- Look Dev & Lighting in Softimage
- Compositing in After Effects
- Rendering
- Various modeling and texturing

