

Suzanne H. Smith

Demo Reel Shot List

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DVD Demo Reel Shot List

**Shot Sequence 1). " Rush" Film VFX 5-Shot Sequence Set -
Double Negative**

Texture work for race cars, digi-double suits and helmets. Shots in sequence order: John Day #34 race car, Niki Lauda helmet, 3 race cars, White John Day, Orange Beta, Orange Base Car

**Shot Sequence 2). " The Great Gatsby" Film VFX 5-Shot
Sequence Set - Prime Focus**

Texture work for sail boats, Gatsby Speedboat, and beach sand.

**Shot Sequence 3). " Total Recall" Film VFX 5-Shot Sequence
Set - Double Negative**

3 screen grabs of work in progress for Colin Farrell's character, Quaid: Digi-Double Head painting shown both sides, jacket, shoes. Digi-double work for Melinda - Jessica Biel, Lori - Kate Beckinsale as well as 10 generic characters.

**Shot Sequence 4). " Journey 2: The Mysterious Island" Film
VFX 5-Shot Sequence Set - Rising Sun Pictures**

Texture work for ground plane: dirt, leaves, rocks and sticks. 3D models texture work for various trees, branches and logs.

Shot Sequence 5). Disney's " Mars Needs Moms" Film VFX 5-Shot Sequence Set - Image Movers Digital

Texture work for overhead crane, Nanibots, porch swing, laundry basket, jump suits and space helmets.

Shot Sequence 6). " Sid the Science Kid" PBS tv show, 5-Shot Sequence Set - The Jim Henson Company

Texture work for Sid's microphone, giant pencil, wooden blocks, booksets in bookshelves, plant aquarium, purple snake, overhead planet mobile, desk clock, bulletin board, hall rug, hall furniture and paintings.

Shot Sequence 7). Image Movers Digital – Disney's "A Christmas Carol" - 2009

***Book Opening:* I textured the book for the opening shot for the movie. My part was surfacing for the red leather book with the gold lettering as well as preparing all the pages with type for the book. Maps created for color, spec, and displacement. Maya, Photoshop, Illustrator, and BodyPaint 3D.**

Shot Sequence 8). Image Movers Digital – Disney's "A Christmas Carol" - 2009

***The Christmas Goose being brought in by the Cratchit Family:* I painted the Goose with the stuffing on the platter with the cloth cover and various other props in the room. This includes a wooden chair, Tiny Tim's stool, the blue ceramic pitcher, some bowls, a clock on the mantle piece, and a spice rack. I created for color, spec, displacement and bump maps. Maya, Photoshop, Illustrator, BodyPaint 3D, MudBox and Renderman for the Lookdev turntables.**

Shot Sequence 9). Image Movers Digital – Disney’s “A Christmas Carol” - 2009

Scrooge’s Nephew Fred’s Parlor Pieces and Character Amber:

I worked on the Piano, Piano Stool, Formal Woman Amber on the right side of the couch with the Yellow Shawl (back to camera next to the man), Fancy Wooden Chair next to the Piano. Maps created for hard surfacing objects: color, spec, and displacement. Maps created for Amber: color, opacity, albe, wetspec, spec, and displacement Maya, Photoshop, Illustrator, BodyPaint 3D and Renderman for the Lookdev turntables.

Shot Sequence 10). Image Movers Digital – Disney’s “A Christmas Carol” - 2009

***Ignorance Thug Character:* I worked on the character of the Ignorance Thug as an adult, including his knife and clothing. Maps created for color, opacity, albe, wet spec., spec, and displacement. Maya, Photoshop, Illustrator, and BodyPaint 3D.**

Shot Sequence 11). Image Movers Digital – Disney’s “A Christmas Carol” - 2009

The Royal Exchange; Business Man C – (Far Right w/Monocle):

My part was surfacing the entire Royal Exchange Building, including figures on precipice and the stairs. Maps created for color, spec, and displacement for building’s hard surfaces. Maps created for color, spec, albe, opacity, wet spec, and displacement for the character’s surface, including clothing. Maya, Photoshop, Mud Box, and BodyPaint 3D.

Shot Sequence 12). Image Movers Digital – Disney’s “A Christmas Carol” - 2009

The Royal Exchange (In the Moonlight):

My part was surfacing the entire Royal Exchange Building, including figures on precipice and the stairs. Maps created for color, spec, and displacement for building’s hard surfaces. Maya, Photoshop, Mud Box, and BodyPaint 3D.

Shot Sequence 13). Disney Feature Animation – “Meet The Robinsons” - 2007

Petunia Puppet Character: Paint3D expressions used for the color and specular of the dress sparkles. Hand painted wood grain maps painted for the hair and for the details in the hands and fingers. Renderman with Slim interface used for the shaders, separate maps created for the eyelash pipe cleaner soft fuzzy look modifying Renderman shaders. Puppet dress using Renderman sheen shader for soft fabric simulation. Earrings use adjusted anisotropic shader.

Shot Sequence 14). Disney Feature Animation – “Meet The Robinsons” - 2007

Frog Bar Set Environment : I painted all the texture maps on the following 3D models using Maya, Photoshop, Disney’s Paint 3D with software expressions, all based closely on the art director’s sketches. All the models were painted with color, specular, and displacement maps. Renderman was used for the shader networks. I constructed and modified the shader parameters for my shading network.

Frog Bar Set – full scene from the top shows off the rippled glass bar top.

Frog Bar Chair, Front – fabric created in Photoshop based on the animated path of a fly. Metallic dragonfly shader created to resemble highly reflective blue metal.

Fly Vending Machine – specular glass shader with sparkles imbedded in the glass.

Frog Bar with Mirror back frame – metallic dragonflies with color gradations hanging from the back wall on a frame around the back mirror. At least 20 layers of maps make up the effect for the back wall.

Frog Bar Set – carpeted lily pads. Renderman shaders were built for patterned rug color map and rug displacement.

Still Images and Turntables

Image 1: WOT inc. - Sky Captain and the World of Tomorrow - 2004

Texture painting for Map Table. Maps created for color, spec, and bump. Maya, Photoshop, and Renderman with Slim interface.

Image 2: Zoic Studios – “Serenity” - 2005

Texture painting for Pony Keg. Maps created for color, spec, and bump. Maya, Photoshop, and Deep Paint 3D.

Image 3: Zoic Studios – “Serenity” - 2005

Texture painting for Serenity ship hood. Maps created for color, spec, and bump. Maya, Photoshop, and Deep Paint 3D.

Image 4: WOT inc. – “Sky Captain and the World of Tomorrow” - 2004

Texture painting for Thor’s Hammer. Maps created for color, spec, bump and displacement. Maya, Photoshop, and Renderman with Slim interface.

Image 5: Disney Feature Animation – “Bolt” - 2008

Cash Register – texture painting for the cash register in the pet store. I painted color, displacement, and specular maps based on specific designs. Software: Photoshop, Maya, and Disney In House “Paint 3D” Renderman was used for the shader networks.

Image 6: Disney Feature Animation – “Bolt” - 2008

Film Clapper – texture painting for the Movie Set film clapper. I painted color, displacement, and specular maps based on specific designs. Software: Photoshop, Maya, and Disney In House “Paint 3D” Renderman was used for the shader networks.

Image 7: Disney Feature Animation – “Bolt” - 2008

Turtle – texture painting for the 3D comic turtle in a pet store. I painted color, displacement, and specular maps based on specific designs.

Software: Photoshop, Maya, and Disney In House “Paint 3D” Renderman was used for the shader networks.

Image 8: Disney Feature Animation – “Bolt” - 2008

Phone Booth – turntable long shot front face of the booth, maps simulating a sun bleached effect on the signs all around the phone booth.

Phone Booth – close up, many maps to give effect of dust and grime on the exterior of the glass and metal of the phone booth.

I painted color, displacement, and specular maps based on specific designs. Software: Photoshop, Maya, and Disney In House “Paint 3D” Renderman was used for the shader networks.

Still Images Personal Work - Portraits Painted with Corel “Painter”

Image 9: Mr. “Clean”

Image 10: Smiling man

Image 11: Julian in shades of gray (Older man)

Image 12: Tina Vega (Created character)

Image 13: Serious Man (a quick 45 minute sketch using Painter’s pastel brush)

Image 14: Is it Steve Martin or Ollie North? Maybe a little of both...