
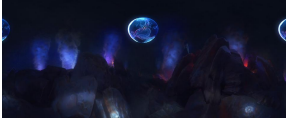





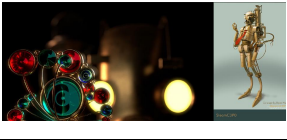






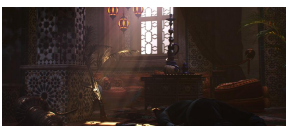
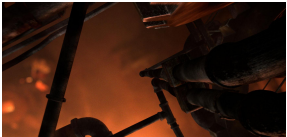
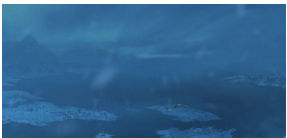


Generalist Reel Breakdown - Rigel Ranciato

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	:10	Sea World Hypersphere 360 Ride North Atlantic	Stylized textures - Unreal 5 + Substance Rock lighting - Unreal 5 Environment look development Pano compositing clean-up - AE VR
	:22	Sea World Hypersphere 360 Ride Arctic Seabed	Modeling - zBrush + Maya Stylized textures - Substance Environment lighting + look dev - Unreal 5 VFX fire, rock and smoke sim - Niagara
	:37	Horseshoe Canyon Castle	Environment design, foliage and layout Look development Lighting + Material - Substance+Unreal 5 VFX smoke + fire simulations - Niagara
	:48	Spirited (2022) - Digital Frontier FX	VFX + Split Screen Compositing - Nuke X Camera tracking - Nuke X Roto
	:52	Spirited (2022) - Digital Frontier FX	VFX + Split Screen Compositing - Nuke X
	:53	Spirited (2022) - Digital Frontier FX	VFX + Split Screen Compositing - Nuke X
	:55	Spirited (2022) - Digital Frontier FX	Lighting + VFX Compositing - Nuke X
	:56	STC3P0 - Steam Mech	Modeling - zBrush and Maya Textured - Substance Rendered - Vray
	1:05	Mattel Hot Wheels iD app - Blitz Studios	3D asset production - Maya UX/UI design

	1:15	Sea World Endless Ocean Park Portals	Matte Painting - Photoshop Lighting + 3D caustics - Maya Fish modeling - Zbrush + Maya Fish and seabase texturing - Substance Compositing - Nuke X and After Effects
	1:39	High Desert (2023) S1- Digital Frontier FX	Green screen compositing - Nuke X Relighting windshield and environment
	1:43	High Desert (2023) S1- Digital Frontier FX	Compositing - Nuke X Billboard replacement + lights Tracking + stabilizing Roto of foreground tree
	1:45	High Desert (2023) S1- Digital Frontier FX	Wound + Blood Compositing - Nuke X Tracking
	1:49	Waiting for Santa	Lighting + modeling - Maya Fire Sim - Chaos Phoenix Texturing - Substance Painter Compositing - Nuke X Fur groom - XGen Rendering - Vray
	1:55	Hookah Lounge	Environment Design, Meta Human and Lighting - Unreal 4 Weapon models - Maya Texturing - Substance Painter Compositing - Nuke Unreal Reader
	2:02	Monty and the Runaway Furnace (2016) B-roll test sample	Relighting Gear Texturing Camera Compositing - Nuke X
	2:10	Ryfylke	Set extension matte painting - Photoshop Foreground texture - Substance Painter Sky + snow + village compositing - Nuke X