

## SHOWREEL 2016 BREAKDOWN

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THE CROSSING PART 2, MOFAC & ALFRED, KOREA

LOOKDEV OF SHIP AND PROPS

**SOFTWARE:** MAYA, ARNOLD, NUKE



THE CROSSING PART 2, MOFAC & ALFRED, KOREA

LOOKDEV OF SHIP AND PROPS

**SOFTWARE:** MAYA, ARNOLD, NUKE



THE CROSSING PART 2, MOFAC & ALFRED, KOREA

LIGHTING AND LOOKDEV FOR THE WHOLE SHOT (EXCEPT SPARK)

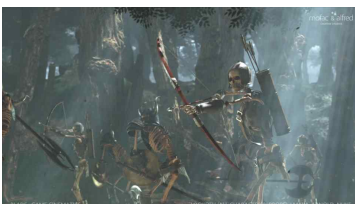
**SOFTWARE:** MAYA, ARNOLD, NUKE



THE MONKEY KING 2, MOFAC & ALFRED, KOREA

LIGHTING AND LOOKDEV OF FEATHER

**SOFTWARE:** MAYA, ARNOLD, NUKE, GMH2, YETI



BLADE : GAME CINEMATICS, MOFAC & ALFRED, KOREA

LOOKDEV OF ALL CHARACTER AND PROPS

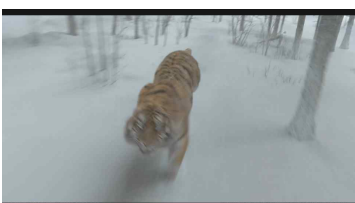
**SOFTWARE:** MAYA, ARNOLD, NUKE



THE TAKING OF TIGER MOUNTAIN, DEXTER DIGITAL, KOREA

LIGHTING OF TIGER AND BACKGROUND

**SOFTWARE:** MAYA, RENDERMAN, NUKE



THE TAKING OF TIGER MOUNTAIN, DEXTER DIGITAL, KOREA

LIGHTING OF TIGER AND BACKGROUND, BACKGROUND LAYOUT

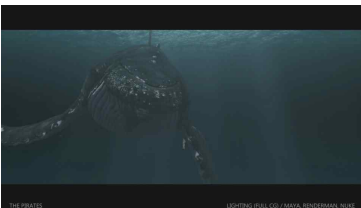
**SOFTWARE:** MAYA, RENDERMAN, NUKE



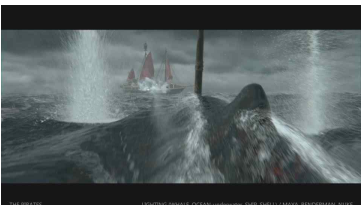
THE TAKING OF TIGER MOUNTAIN, DEXTER DIGITAL, KOREA  
LIGHTING OF TIGER AND BACKGROUND AND BRANCHES  
**SOFTWARE:** MAYA, RENDERMAN, NUKE



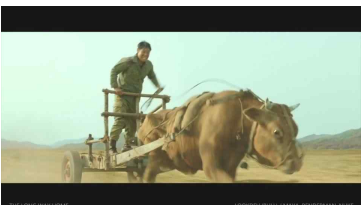
THE PIRATES, DEXTER DIGITAL, KOREA  
LIGHTING OF WHALES AND OCEAN, OCEAN SIMULATION  
**SOFTWARE:** MAYA, RENDERMAN, NUKE, CAUSTICS GENERATOR, INHOUSE TOOL



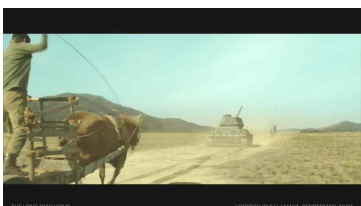
THE PIRATES, DEXTER DIGITAL, KOREA  
LIGHTING OF WHALE AND OCEAN, OCEAN SIMULATION  
**SOFTWARE:** MAYA, RENDERMAN, NUKE, CAUSTICS GENERATOR, INHOUSE TOOL



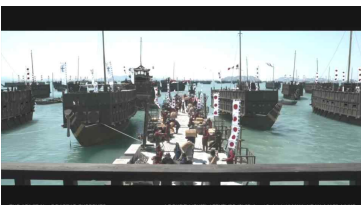
THE PIRATES, DEXTER DIGITAL, KOREA  
LIGHTING OF WHALE AND OCEAN(UNDER WATER), SHIP, CANON BALL  
OCEAN SIMULATION(UNDER WATER)  
**SOFTWARE:** MAYA, RENDERMAN, NUKE, CAUSTICS GENERATOR, INHOUSE TOOL



THE LONG WAY HOME, DEXTER DIGITAL, KOREA  
LOOKDEV OF BULL  
**SOFTWARE:** MAYA, RENDERMAN, NUKE, INHOUSE TOOL



THE LONG WAY HOME, DEXTER DIGITAL, KOREA  
LOOKDEV OF BULL  
**SOFTWARE:** MAYA, RENDERMAN, NUKE, INHOUSE TOOL



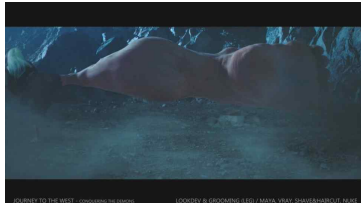
THE ADMIRAL - ROARING CURRENTS, MACROGRAPH, KOREA  
LOOKDEV AND TEXTURING(FRONT&SIDE) OF THE SHIP (SEKIBUNE)  
**SOFTWARE:** MAYA, VRAY, NUKE, MARI



THE ADMIRAL - ROARING CURRENTS, MACROGRAPH, KOREA  
LOOKDEV AND TEXTURING(FRONT&SIDE) OF THE SHIP (SEKIBUNE)  
**SOFTWARE:** MAYA, VRAY, NUKE, MARI



JOURNEY TO THE WEST, MACROGRAPH, KOREA  
LOOKDEV AND GROOMING OF LEG  
**SOFTWARE:** MAYA, VRAY, NUKE, SHAVE&HAIRCUT



JOURNEY TO THE WEST, MACROGRAPH, KOREA  
LOOKDEV AND GROOMING OF LEG  
**SOFTWARE:** MAYA, VRAY, NUKE, SHAVE&HAIRCUT



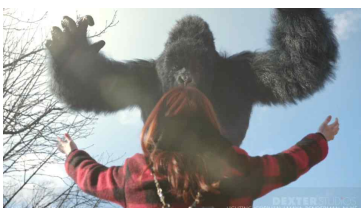
JOURNEY TO THE WEST, MACROGRAPH, KOREA  
LIGHTING AND LOOKDEV OF WILDBOAR  
**SOFTWARE:** MAYA, VRAY, MENTALRAY, NUKE, SHAVE&HAIRCUT



JOURNEY TO THE WEST, MACROGRAPH, KOREA  
LIGHTING AND LOOKDEV OF WILDBOAR  
**SOFTWARE:** MAYA, VRAY, MENTALRAY, NUKE, SHAVE&HAIRCUT



HYDE, JEKYLL, ME : TV SERIES , DEXTER DIGITAL, KOREA  
LIGHTING OF GORILLA  
**SOFTWARE:** MAYA, RENDERMAN, NUKE, INHOUSE TOOL



HYDE, JEKYLL, ME : TV SERIES , DEXTER DIGITAL, KOREA  
LIGHTING OF GORILLA  
**SOFTWARE:** MAYA, RENDERMAN, NUKE, INHOUSE TOOL