

# Christopher Hill

2009 - Reel Breakdown



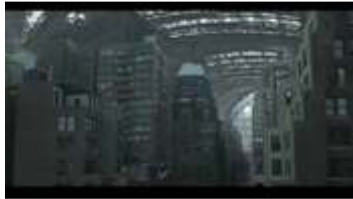
00:00 "Mercedes", *Psyop*

Ocean simulation, modeling, texturing, dynamics, lighting and rendering in mental-ray. Animated boat and blended to live action.



00:11 "Monster.com", *Psyop*

Animated the CG mechanism and did lighting, shading, and rendering in mental-ray.



00:19 "Synecdoche - Film", *Brainstorm Digital*

Modeled the dome which covers the city throughout the film



00:37 "Coca Cola", *Psyop*

Tracked the scene and did camera setup and scene setup



00:41 "Luminus", *1<sup>st</sup> Ave Machine*

Character Animation



00:51 "Mercedes", *RhinoFX*

Matchmoved and animated CG man to the live-action man for light interaction.



01:07 "Radioshack", *RhinoFX*

Modeled the snowflakes and the objects within them.



01:14 "**ABC Primetime**", *Nailgun*

Modeling, Texturing, Lighting, Rendering of the camera in mental-ray.



01:22 "**Sing Up**", *Transistor Studios*

Modeling, Texturing, Lighting, Rendering in mental-ray.



01:24 "**Siemens**", *MassMarket*

Matchmoving and train setup.



01:27 "**IBM**", *String Theory*

Modeling, Texturing, Animation, Lighting, Rendering with contour shading and toon shaders.



01:33 "**Nanny Diaries - Film**", *RhinoFX*

Took footage and projected onto proxy geo using photogrammetry for set extension.



01:45 "**Sheryl Crow – Good is Good**", *Psyop*

Matchmoving.



02:06 "**Pontiac**", *MassMarket*

Modeled the objects swirling around.



02:14 "**Ghost Town - Film**", *RhinoFX*

Modeled characters and sweeper, rigged, and animated for the ghost effect(intersection) and used photogrammetry to empty the opening scene.



02:31 **"Nevada Energy"**, *EyeBallNYC*

Rigged the Robot



02:36 **"Short Film WIP"**, *Personal Work*

Something I've been working on in my free-time when the cellphones and car commercials aren't taking all the time. All maya in mental-ray, Zbrush.