

ADAM BENSON

Maya Generalist & TD

Nuke Compositor

CG Supervisor

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VFX DEMO REEL 2014 BREAKDOWN SHEET

Shot or Sequence	Reel Timecode	Breakdown
Title Sequence 	00:00:00 - 00:10:14	VFX Artist Creator Maya - V-Ray - Nuke - Photoshop - Python - MEL <ul style="list-style-type: none">Created all models in MayaCreated all V-Ray textures and shaders.Rigged armature tongs and trip hammerAnimated all rigs and camerasLit the scene using V-Ray lightsCreated dynamic sparks with nParticlesCreated molten steel smoke using Maya FluidsSetup all render layers and render passesExported FBX cameras and models for NukeCreated 3D Nuke scene for background elementComposited final image in Nuke
Star Wars: The Phantom Menace Prime Focus 	00:10:15 - 00:15:05	Stereoscopic Compositor Fusion - Nuke <ul style="list-style-type: none">Created depth-map using Fusion for stereo conversion for approximately 20 shots.Used existing rotoscope to create grey-scale images of 2D Scenes.Rotoscoped where necessaryPainted out foreground elements to create clean back-plates for stereo projectionsTracked plates where necessary.Created final stereoscopic composites.
The Green Lantern Prime Focus 	00:15:06 - 00:20:20	Stereoscopic Compositor Fusion - Nuke <ul style="list-style-type: none">Created depth-map using Fusion for stereo conversion for approximately 15 shots.Used existing rotoscope to create grey-scale images of 2D Scenes.Rotoscoped where necessaryPainted out foreground elements to create clean back-plates for stereo projectionsTracked plates where necessary.Created final stereoscopic composites.

South Down Orchard
SDO Productions

00:20:20 - 00:25:25

Nuke Compositor
Nuke - Photoshop



- Camera tracked a total of 5 shots, several through a hard rack focus.
- Painted blood, bruise and cut elements in both Photoshop and Nuke.
- Used a Nuke 3D model to paint/project blood and wounds onto actors.
- painted out actor safety equipment.
- Created final composites on all 5 shots using Nuke

Narnia: Dawn Treader
Prime Focus

00:25:26 - 00:33:04

Stereoscopic Compositor | Rotoscope
Fusion



- Handled a good deal of rotoscope on a number of complex shots.
- Created greyscale depth maps of 2D footage for stereoscopic projection.

The Purge: Anarchy
Greenhaus GFX

00:33:05 - 00:38:04

Nuke Compositor
Nuke - After Effects



- Created some mattes in After Effects
 - Chromakey'd 13 driving plates using Nuke.
 - Primarily used Primatte and Keylight, but also used luma keys in some areas.
 - Rotoscoped areas where necessary.
 - Tracked and Stabilized several plates, including all of the background plates.
 - Match-moved background plates to the foreground elements.
 - Color-graded and matched the foreground and background plates.
 - Created reflection passes
 - Finished final composites using Nuke.
-

Bad Universe: Ep 2 Alien Attack 1
Morningstar Productions



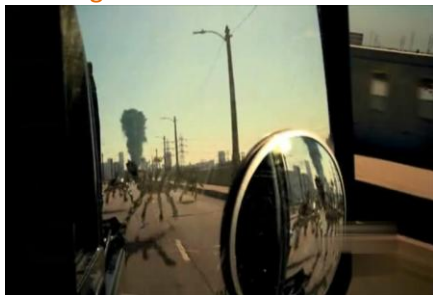
00:38:05 - 00:50:23

**CG Supervisor | Maya Generalist |
Nuke Compositor**

Maya - Nuke - Photoshop - ZBrush -
SynthEyes - PF Track - MEL Script

- Managed a team of 10 Maya Animators and a few Nuke Compositors
- Our department primarily dealt with Layout and Animation, however my workload usually included much more.
- Oversaw modeling of primary ship
- Rigged primary ship for animation
- Camera tracked many scenes and supervised other trackers
- Created clean plates where necessary.
- Animated several shot
- Composited several shots and oversaw the composition of other shots.

Bad Universe: Ep 2 Alien Attack 2
Morningstar Productions



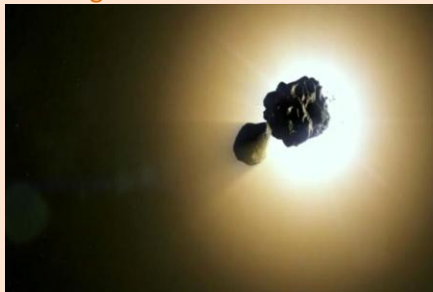
00:51:00 - 00:56:13

**CG Supervisor | Maya Generalist |
Nuke Compositor**

Maya - Nuke - Photoshop - ZBrush -
SynthEyes - PF Track - MEL Script

- Managed a team of 10 Maya Animators and a few Nuke Compositors
- Camera tracked most of these shots, including the more difficult double mirror track.
- Supervised creation of robot crawler rig
- Supervised and guided running robot animations
- Oversaw texture creation

Bad Universe: Ep 1 Asteroids 1
Morningstar Productions



00:56:14 - 00:58:11

**CG Supervisor | Maya Generalist |
Nuke Compositor**

Maya - Nuke - Photoshop - ZBrush -
SynthEyes - PF Track - MEL Script

- Created the layout for this shot
- Created a script that moved various stones in relative motion to the larger stone.
- Animated main rig
- Oversaw camera flyby animation
- Setup lighting and rendering
- Created asteroid textures
- Created volumetric fogs
- Composited shot.

Bad Universe: Ep 1 Asteroids 2
Morningstar Productions



00:58:12 - 01:01:02

**CG Supervisor | Maya Generalist |
Nuke Compositor**

Maya - Nuke - Photoshop - ZBrush -
SynthEyes - PF Track - MEL Script

- Modeled entire upper portion of the astronaut, including chest mechanisms, neck seals, helmet and other head gear.
- Rigged the astronaut
- Textured the Astronaut and set up all shaders.
- Textured much of the Space Station and oversaw the final texturing.
- Animated the Astronaut
- Animated the Camera

Bad Universe: Ep 1 Asteroids 3
Morningstar Productions



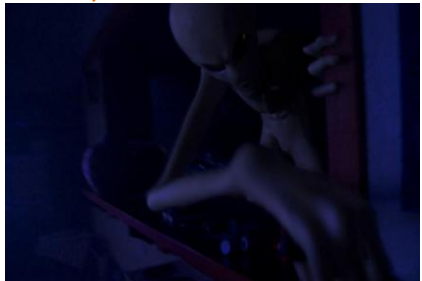
01:01:03 - 01:04:23

**CG Supervisor | Maya Generalist |
Nuke Compositor**

Maya - Nuke - Photoshop - ZBrush -
SynthEyes - PF Track - MEL Script

- Created several debris elements.
- Created debris explosion simulations on Sydney Operahouse.
- Created several Maya fluid asteroids.
- Tracked Cameras

The Ufologist
Lost City Entertainment



01:05:00 - 01:13:20

**VFX Artist | Maya Character Generalist
|Nuke Compositor | Z Brush Sculpter**
Maya - Nuke - Z Brush - Photoshop - MEL

- Created 2 long duration shots from start to finish.
- Camera tracked 2 scenes. One was almost a minute long.
- Painted out tracking markers.
- Modeled character in Maya
- Sculpted character in Z Brush
- Created multi-layer sub-surface skin shaders using Mental Ray MISSS shader systems.
- Created morph targets for character expressions, as well as joint driven facial rigs.
- created complex character rig, including breathing and muscle deformers.
- animated character through both scenes.
- Lit and rendered the scene using Mental Ray
- Created mattes and holdouts in both Maya and Nuke.
- Rotoscoped certain elements in the kitchen
- Composited final shots in Nuke

Abelar: Tales of an Ancient Empire
Curnan Pictures

01:13:21 - 01:19:06



**VFX Artist | Maya Generalist
| Nuke Compositor**
Maya - Nuke - Photoshop - MEL

- Created these shots from start to finish.
- Created the Spanish Galleon model for 9 shots.
- Created all environment models for all 9 shots.
- Created all texturing and shading.
- Created cloth sims for the sails
- Created Rope Sims for the ships rigging.
- Setup water systems for various scenarios (calm, stormy, rough seas)
- Created rolling fog systems.
- Lit the scenes
- used Paint FX for grass and close scrub brush.
- Setup stereoscopic cameras
- Rendered all shots using Mental Ray.
- Setup Stereoscopic Nuke composites for all scenes.
- Integrated background elements with foreground CG
- created final stereoscopic comps

Byzantine... 1
Brothers Ink Productions

01:19:07 - 01:21:10



**VFX Artist | Maya Generalist
| Combustion Compositor**
Maya - Combustion - Photoshop

- Modeled knife
- Camera tracked scene using Maya Live
- Animated knife element
- Lit scene using Mental Ray
- rendered out all elements and passes.
- Composited final images in Combustion

Byzantine... 2
Brothers Ink Productions

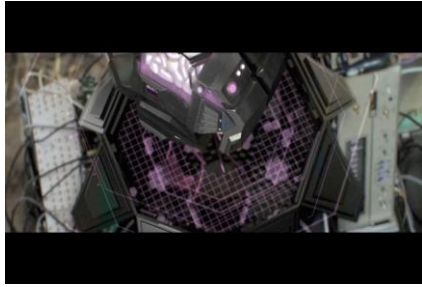
01:21:11 - 01:23:23



**VFX Artist | Maya Generalist
| Combustion Compositor**
Maya - Combustion - Photoshop

- Camera tracked scene using Maya Live
- Match-moved knife rig to Curtis Anderson.
- Created knife model
- textured knife model
- set up knife rig
- animated knife.
- Lit the scene and set up render layers.
- Created practical blood element
- Tracked blood onto Mr. Anderson's chest.
- Finished composite in Combustion.

Pause Fest 1
Syndrome Studios



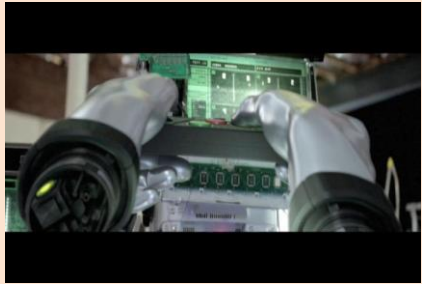
01:24:00 - 01:32:08

Maya Generalist

Maya - Syntheyes - MEL

- Camera tracked approximately 40 shots.
- Hand camera matched several files.
- Textured the brain and box model using MIA shaders.
- Rigged the brain model and the box models.
- Setup soft-body system on the actual brain grey matter.
- Setup several nCloth systems to create moving and twisting wires.
- Animated all the brain shots.
- Lit the scene.
- Setup render layers and passes.
- Rendered final shots in Mental Ray.

Pause Fest 2
Syndrome Studios



01:32:09 - 01:37:19

Maya Generalist

Maya - Syntheyes

- Camera tracked approximately 40 shots.
- Hand camera matched several files
- Did scene layout.
- Fixed existing hand rigs
- Did some minor animation fixes on hands.

Pause Fest 3
Syndrome Studios



01:37:20 - 01:41:13

Maya Generalist

Maya - Syntheyes

- Camera tracked approximately 40 shots.
- Hand camera matched several files

Pause Fest 4
Syndrome Studios



01:41:14 - 01:50:18

Maya Generalist

Maya - Syntheyes - MEL

- Camera tracked approximately 40 shots.
- Hand camera matched several files
- Textured many of the object models.
- Modeled a few extra elements.
- Lit the scenes.
- Rigged various animation systems
- Animated floating objects
- Setup render layers and passes
- Rendered using Mental Ray.

Cloudberry Kingdom (VG) 1
Tigar Hare Studios



01:50:19 - 01:54:04

VFX Supervisor | FX Lead
| 3DS Max Generalist

3DS Max - Fume FX - RayFire - VRay
- Fusion - Photoshop - MaxScript

- Created King model
- Created UV maps for the King character
- Created main V-Ray shaders on the King and the Fire.
- Rigged King. Including special neck stretch rigs and mustache rigs.
- Jiggle deformer setup on beard.
- Did cloth sims on both characters.
- Created "Breath" driven jiggle deformers for "Paper" mustache.
- Created "paper" torches using a series of field deformers and PFlow particle sims.
- Created "Paper fire" burning up the King simulation using a Fume FX reaction driving PFlow particle system to drive each of the fire tendrils, allowing the paper fire to engulf him.
- Created several MaxScripts to drive various fire systems.

Cloudberry Kingdom (VG) 2
Tigar Hare Studios



01:54:05 - 01:57:02

VFX Supervisor | FX Lead
| 3DS Max Generalist

3DS Max - Fume FX - RayFire - VRay
- Fusion - Photoshop - MaxScript

- Created Princess model
- Created UV maps for the Princess character
- Created main V-Ray shaders on the Princess and the Fire.
- Rigged Princess.
- Did cloth sims on Hero character.
- Created king crumble simulation using RayFire dynamics in 3DS Max
- Created King Charred textures
- Created burnt king smoke simulation using FumeFX.
- Created the torch rig and simulations.

Cloudberry Kingdom (VG) 3

Tigar Hare Studios



01:57:03 - 02:02:14

VFX Supervisor | FX Lead

| 3DS Max Generalist

3DS Max - Fume FX - RayFire - VRay

- Fusion - Photoshop - MaxScript

- Created Princess Model
- Created UV maps for the Princess character
- Created main V-Ray shaders on the Princess and the Fire.
- Rigged Princess.
- Did cloth sims on Hero character.
- Created paper hole-punch jet pack using FumeFX to drive PFlow particle simulations.

Cloudberry Kingdom (VG) 4

Tigar Hare Studios



02:02:15 - 02:14:01

VFX Supervisor | FX Lead

| 3DS Max Generalist

3DS Max - Fume FX - RayFire - VRay

- Fusion - Photoshop - MaxScript

- Oversaw cloth and FX simulations with six artists.
- Distributed tasks and maintained QC over simulations.
- Created Princess and King Models
- Created UV maps for the King and Princess characters
- Created main V-Ray shaders on the King, Princess and the Fire.
- Rigged King and Princess characters.
- Did cloth sims on all characters.
- Created paper water with paper cut out sharks swimming about.
- Created various fire and smoke effects, usually with a paper cut out stylization.
- Created in-game explosion effects using PFlow
- Assisted with overall scene lighting and rendering setup.

The LaBrons: Season 2 1
Hoax Films



02:14:02 - 02:21:12

CG Supervisor | Lighting TD
Maya - Nuke - MEL - Python

- Supervised a team of approximately 15 artists.
- Worked primarily as a Maya MentalRay Lighting TD.
- Created advanced shaders for all characters.
- Helped to create a lighting rig that was character specific for more control over the cinematic appeal.
- Created a tool set for collecting camera rigs and quickly switching between them without losing your selections. Used Python.
- Created scene replacement tool using MEL. The tool replaced the client provided scene with our in-house improved scene, keeping their animations, but our models and textures. It created the appropriate render layers and automated render setup for the entire scene.
- Created a lighting rig tool. The tool collected all of the lighting information for any given scene and recorded it into an external file. Then any scene could be instantly lit using the external file, no matter which light rigs or characters were in the scene. This tool increased productivity exponentially.
- Lit and oversaw the lighting on approximately 200 shots.
- Created auto render replacement scripts to swap out all low poly objects with high poly production models on render.
- Helped design systems to streamline the overall lighting process.
- Composited some scenes to final using Nuke. These scenes in particular were composited by me.

The Perfect Planet



02:21:13 - 02:29:18

**Maya Character Artist/Generalist
| Combustion Compositor**
Maya - Combustion - Photoshop

- Tracked cameras for 19 scenes.
- Match-moved tracking ball across all shots.
- Modeled alien bug.
- Made UVs for the bug.
- Textured alien bug.
- Created hair system for bug legs.
- Rigged alien bug.
- Animated the bug.
- Lit the bug.
- Setup render layers and passes.
- Painted out tracking ball in Combustion.
- Composited alien bug into final plates using Combustion.

Bad Universe: Ep 2 Alien Invasion
Morningstar Productions

02:29:19 - 02:40:08



**CG Supervisor | Maya Generalist |
Nuke Compositor**

Maya - Nuke - Photoshop - ZBrush -
SynthEyes - PF Track - MEL Script

- Managed a team of 10 Maya Animators and a few Nuke Compositors
- Oversaw model of nanobot, alien sphere and alien skeleton.
- Rigged nanobot.
- Laid out and modeled environment using Maya and PaintFX.
- Textured and shaded the environment
- Lit the environment using Mental Ray.
- Setup render passes and layers on all objects.
- Created particle swarm animations of nanobots using nParticles, soft-body simulations, and MEL.
- Created fluid FX jets and dust clouds.
- Animated the scene.
- Oversaw the animation of the individual nanobots.
- Scripted particle controls for various swarm behaviors.
- Rendered final elements.
- Assisted with some compositing.

Bad Universe: Ep 1 Toon Cutaways
Morningstar Productions

02:40:09 - 02:50:13



**CG Supervisor | Maya Generalist |
Nuke Compositor**

Maya - Nuke - Photoshop - ZBrush -
SynthEyes - PF Track - MEL Script

- Created Toon shaders for all CG elements in the 2D animation.
- The houses, and some of the house interior are CG toon shaded by me, as well as the entire wide shot exterior.
- The space shuttle was modeled by me, and then the finished modeling was done by one of my artists. The toon shading was done by me.
- I oversaw the animation on the space shuttle element.
- I modeled the atomic bomb.
- Textured and toon shaded the element.
- Set up the camera animation to pass between the two comic book frames.
- Lit and rendered all final toon shading.

America's Secret Slang 1
Flight 33 Productions



02:50:14 - 02:52:20

Maya Generalist

Maya - After Effects - SynthEyes-
Photoshop - MEL

- Created "Ye All / Y'all" models.
- UV'd all letters.
- Created Mental Ray textures and shaders for entire CG scene.
- Setup dynamic water simulation using Maya Fluids.
- Setup dynamic splash using nParticles.
- Rigged "Ye All / Y'all" model for animation.
- Created crumble rig for "Ye All / Y'all".
- Animated scene.
- Tracked camera.
- Lit and Rendered all CG elements.

America's Secret Slang 2
Flight 33 Productions



02:52:21 - 02:55:07

Maya Generalist

Maya - After Effects - SynthEyes-
Photoshop - MEL

- Created "Ye All / Y'all" models.
- UV'd all letters.
- Created Mental Ray textures and shaders for entire CG scene.
- Setup dynamic water simulation using Maya Fluids.
- Setup wet mud to dry mud model/texture system.
- Animated scene.
- Tracked camera.
- Lit and Rendered all CG elements.

America's Secret Slang 3
Flight 33 Productions



02:55:08 - 02:57:03

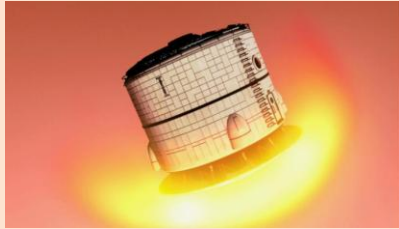
Maya Generalist

Maya - After Effects - SynthEyes-
Photoshop - MEL

- Created flag models.
 - UV'd the flags.
 - Created Mental Ray textures and shaders for entire CG scene
 - Did cloth simulation on flags for several canon fires.
 - Animated scene.
 - Tracked camera.
 - Lit and Rendered all CG elements.
-

The Universe: Crash Land on Mars 1
Flight 33 Productions

02:57:04 - 03:02:18



Maya Generalist

Maya - After Effects - Photoshop - MEL

- Created hundreds of shots for the series "The Universe". All for season 6.
- General duties included:
 - Scene layout.
 - Model creation
 - Asset gathering & management
 - Camera animations.
 - Stereoscopic scene set up and cinematography.
 - Fluid FX
 - nParticle Simulations
 - Minor characters rigging and animations.
 - Lighting
 - Texturing
 - Animation
 - Rendering
- This scene: I animated both the falling capsule and the camera.
- Did the fluid FX fire
- Set up glowing and cooling shader systems.
- Fluid FX booster jets.
- Lighting
- Stereoscopic Rendering

The Universe: Crash Land on Mars 2
Flight 33 Productions

03:02:19 - 03:05:11

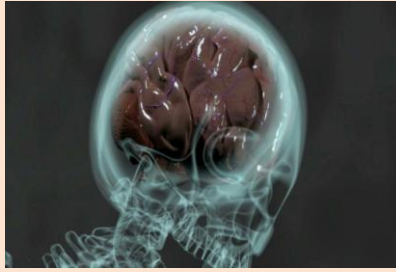


Maya Generalist

Maya - After Effects - Photoshop - MEL

- Created hundreds of shots for the series "The Universe". All for season 6.
- Scene layout
- Stereoscopic camera animation
- Some rigging on the rover
- Animation
- Some texturing
- Lighting
- Stereoscopic Rendering

Invisible 1
Flight 33 Productions



03:05:12 - 03:09:13

Maya Generalist

Maya - After Effects - Photoshop - MEL

- Created several shots for this show.
- Fixed skeleton model.
- Created X-Ray skeleton shaders.
- Created brain textures, as well as concussion light textures and mapping.
- Did soft body simulation on brain.
- Rigged the skeleton and brain system
- Match-moved skeleton character to footage.
- Animated stereo camera rig.
- Lit scene.
- Set up render layers and passes.
- Rendered final stereoscopic CG elements.

Invisible 2
Flight 33 Productions



03:09:14 - 03:14:01

Maya Generalist

Maya - After Effects - Photoshop - MEL

- Created close-up bug model.
- Did hair system on bugs legs.
- Rigged bug.
- Animated bug and scripted certain bug animations.
- Animated stereoscopic camera
- created little trichome forest and swelling gel.
- Created all textures.
- Used a projection system to render DOF in stereo on CG elements. without taking long render times.
- Lit the scene
- Set up render layers and passes.
- Rendered and setup stereo pre-comp in After Effects

Invisible 3
Flight 33 Productions



03:14:02 - 03:18:14

Maya Generalist

Maya - After Effects - Photoshop - MEL

- Created cell model.
- Created all textures and shaders.
- Lit the scene
- Animated the scene.
- Used nParticle simulation to create cell cluster.
- Animated stereoscopic camera
- Created hair system flagella on the various cells.
- Rigged the hair system flagella to follow a series of fields and to break free and float down at some point in the animation.
- Setup all render layers and passes.
- Setup stereo pre-comp in After Effects.

