

Jesus Pedrosa VFX Reel - Shot list

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Robot at city bay

I did the whole scene in 3dsmax. Render done in Vray. Compositing in Digital Fusion.



Loch Ness monster

For these shots I did environment modeling, lighting, fx and rendering.



Nün taking a nocturnal swim

This scene was a personal project done for fun. I did the entire scene in 3dsmax using finalRender for lighting and rendering.



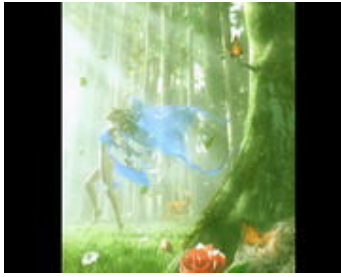
Clouds

Clouds effect done in AfterBurn.



Ecoembes TV commercial

I did all the fluids, lighting and rendering.



Lúthien dancing in the woods

A personal project where I did the whole scene. Rendering done in Vray.



Moonlight lake

Texturing, fx, lighting and rendering.



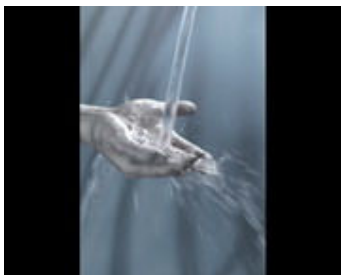
Bloodbath from "The Shining"

A test on fluids integration with real footage. Done in 3dsmax using Glu3D fluids plugin and composited in Combustion and AfterFx.



Flame

A test for realistic looking flame fire. 3dsmax and Aura.



Hands washing

Wet materials and water. Shaders, fx, lighting and rendering.



Izar Boat

Environment modeling, texturing, fx, lighting and rendering. The ocean shader is all procedural.



Cloud storm

A cloud storm effect done in Afterburn.



Wine test

Shaders, fx, lighting and rendering.



2046. Return to home

Another personal project where I did the whole scene.