

DEMO REEL BREAKDOWN

LIGHTING AND COMPOSITING REEL

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RADIANT | 0:02 - 0:40 + 1:37 - 1:54

- A thesis film that referenced the culture and environments in Indonesia, particularly Bali island & Center Java area.
- Visual development by Anne Chen.
- **RESPONSIBILITIES** - all modeling (environment and character), set dressing, look development, all lighting and compositing
- **SOFTWARE** - Lighting and Rendering done with Arnold. Composited in Nuke



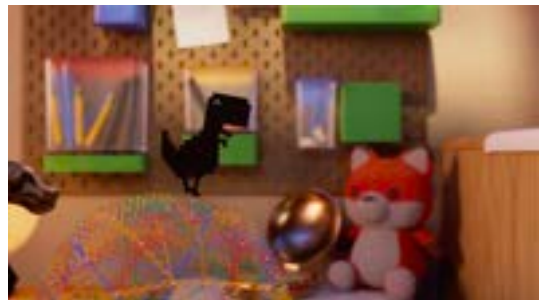
JUNEBUG | 0:41 - 1:00

- A collaborative original short film created during Walt Disney Animation Studios Summer Intern Program 2021.
- **RESPONSIBILITIES** - environment modeling, environment texturing, set dressing, all lighting and compositing
- **SOFTWARE** - Models done in Maya. Textures created in Paint3D. Lighting and Rendering done with Hyperion. Composited in Nuke



GOOGLE CHROME FOR DEVELOPERS | 1:01 - 1:07

- A commercial for Google Chrome's 15th Birthday
- **RESPONSIBILITIES** - shot lighting
- **SOFTWARE** - Lighting and Rendering done with Redshift.



GOOGLE CLIMATE X LEAP | 1:07 - 1:18

- A commercial for Google Cloud' sustainability program to promote effective clean energy deals
- **RESPONSIBILITIES** - hero set modeling and look development, prop modeling and texturing, and shot lighting
- **SOFTWARE** - Models done in Maya. Textures created in Substance Painter. Lighting and Rendering done with Redshift.



GOOGLE I/O 2023 | 1:19 - 1:28

- A commercial for Google's annual developer conference in Mountain View, CA.
- **RESPONSIBILITIES** - hero set modeling and look development, prop modeling and texturing, and lighting (foundation and shot lighting)
- **SOFTWARE** - Models done in Maya. Textures created in Substance Painter. Lighting and Rendering done with Redshift.



GOOGLE FIREBASE SUMMIT | 1:29 - 1:36

- A commercial for Google Firebase Summit 2022
- **RESPONSIBILITIES** - environment modeling, environment texturing, set dressing, and lighting.
- **SOFTWARE** - Models done in Maya. Textures created in Substance Painter. Lighting and Rendering done with Redshift.

