

LISA NOLAN

DEMO REEL BREAKDOWN



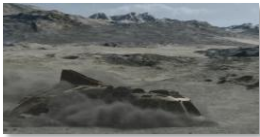
Stargate Universe- Season 1, Episode 14 “Human”

- Working closely with the compositor, created full 3D environment with one other artist.
- Modeled, textured, and laid out buildings, rocks and trees throughout the environment.
- Entirely responsible for all foreground and transitory plants and objects, including lighting and rendering.



Stargate Universe- Season 2, Episode 2 “Aftermath”

- As sequence lead, tracked all plates from the practical model shoot and technically directed scenes through all 3D packages.
- Created, lit, and rendered all shuttle elements.
- Created all foreground elements required to integrate the background Vue geometry with the plates.



Stargate Universe- Season 2, Episode 2 “Aftermath”

- Tracked using Boujou, and created, lit, and rendered all shuttle elements.



Stargate Universe- Season 2, Episode 2 “Aftermath”

- Hand tracked all elements and remodelled shuttle to match the slimmer practical model, in order for the sand to fall properly over the wings and nose.
- Created, lit, and rendered all shuttle elements.



Fireball

- Created clean plate for background projection.
- Modeled, textured, lit, and rendered bullets and “contrail” effects.
- Responsible for final composite in Fusion.



Stargate Universe- Season 1, Episode 6 “Water”

- Animated, lit, and rendered nParticle swarm, consulting with two others working on similar shots.



Stargate Universe- Season 1, Episode 6 “Water”

- Tracked camera and animated, lit, and rendered nParticle swarm.



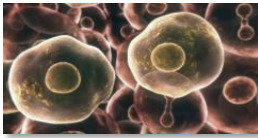
Stargate Universe- Season 1, Episode 6 “Water”

- Animated, lit, and rendered nParticle swarm, as well as creating holdout and collision objects specific to the shot.



Stargate Universe- Season 1, Episode 11 “Space”

- Created simulation, shaded, lit, and rendered breaking glass.



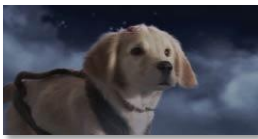
Fireball

- From look development to final render, created all mutation models, textures, and animation, and composited the final sequence in Fusion.



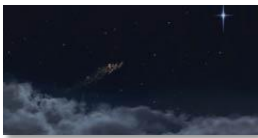
Santa Buddies

- Independently created, lit, and rendered moving cloud layers and simulated puffs of foreground cloud specific to each compositor's requests.



Santa Buddies

- Created, lit, and rendered moving cloud layers based on specific formations laid out by the producers and director in storyboards.



Santa Buddies

- Created, lit and rendered still cloud layers to be handed off to a matte painter for sky mattes.
- Developed and established the “magic dust” franchise effect used throughout this and subsequent Buddies films.



Santa Buddies

- Created, lit, and rendered Northern Lights for use in all North Pole exterior shots throughout the film.



Stargate Universe- Season 2, Episode 10 "Resurgence"

- Created new "faster than light" effect entering normal space, and the transition to a debris field.
- Helped to create debris field with two other artists.
- Lit and rendered all CG elements.



Stargate Universe- Season 1, Episode 10 "Justice"

- For the final shot of the mid-season finale, created matte of the nebula and atmosphere layers of an abandoned planet.



Stargate Universe- Season 2, Episode 1 "Intervention"

- Sky and mountain top replacement; the plate was shot day for night on a bright, overcast day.
- Recreated mountains and various layers of thin cloud cover in Vue.
- The Nebula layers were created in Maya and put together in Photoshop, then tracked into the scene at different depths.



Stargate Universe- Season 2, Episode 4 "Pathogen"

- Created all planet, sun, and moon elements, and worked with composers to match changing set lighting throughout the sequence on all other CG.



Stargate Universe- Season 1, Episode 15 "Lost"

- For a sequence of 15 shots from all angles, created nebula and atmosphere, and organized layout with compositing team.



Independent project

- Model of temple based on Wat Hua Lampong, in Bangkok, Thailand.
- Created particle and fluid effects for swirling clouds.
- All shading (except shutters) is procedural, created in Maya, with modeling done in XSI.



Independent project

- Model of temple based on Wat Hua Lampong, in Bangkok, Thailand.
- Created particle and fluid effects for swirling clouds and fog, with both projected and 3D layers making up the sky.
- All procedural shading, lighting, and rendering done in Maya, from an XSI model.



Independent project

- Created final composite with particles, Maya fluids, and cloud tank footage.



Stargate Universe- Season 1, Episode 14 "Human"

- Created 3D environment with one other artist.
- Created, lit, and rendered sinkhole simulation in Lightwave.
- Organized transfer of elements to Maya for FX holdouts.



Stargate Universe- Season 1, Episode 13 "Faith"

- Created all elements of 3D environment matching foliage shot on set by production.
- Modeled, textured and transferred the obelisk between various software packages for use in wide-ranging shots throughout the episode.



Stargate Universe- Season 2, Episode 7 "The Greater Good"

- As sequence lead, modeled and textured all foreground extension elements, and lit each shot consistently to match constantly changing set lighting.



Stargate Universe- Season 2, Episode 7 "The Greater Good"

- Created, lit, and rendered all elements, while developing solutions for dealing with poor practical lighting and plates (ie. an actor floating directly over a spotlight).



Stargate Universe- Season 2, Episode 9 "Visitation"

- Independently modeled, textured, and lit all elements of a solarium housing a new garden.
- Created outside particle flow from existing elements.
- Animated robot walking and welding.



Stargate Universe- Season 1, Episode 19 "Incursion, Part 1"

- Based on terrain from previous shots created in Vue, independently modeled, textured, lit, and rendered crumbling cliff in Maya.
- Modeled and textured pyramid and town.
- Created and rendered simulations for all falling dust and smoke.
- Edited simulations of falling rocks for timing and aesthetics.
- Organized transfer and consistency of all elements between Vue, Lightwave, and Maya.
- Participated actively in the compositing process.