

DEMO REEL BREAKDOWN

MODELING, SET DRESSING AND TEXTURING REEL

Jesselin Elza

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RADIANT | 0:00 - 0:42

- 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** - Models done in Maya and ZBrush. Curtains and hanging clothes are done using Maya's nCloth. Vegetation done in Speedtree and Maya's Paint Effects. Textures created in Substance Painter and Photoshop. Lighting and Rendering done with Arnold. Composited in Nuke



JUNEBUG | 0:43 - 0:59

- 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



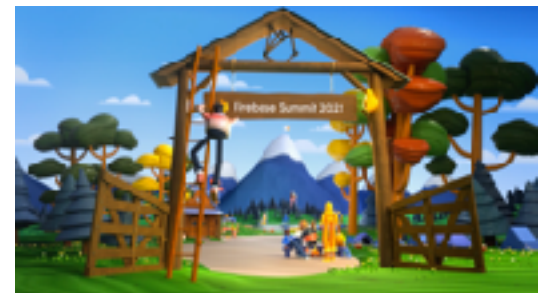
SUPER DASH PROMO | 1:00 - 1:12

- A commercial for Flutter's multiplatform game, Super Dash
- **RESPONSIBILITIES** - set and prop modeling, set dressing, procedural vegetation, look development and lighting
- **SOFTWARE** - Models done in Maya. Textures created in Substance Painter. Lighting and Rendering done with Redshift.



GOOGLE FIREBASE SUMMIT | 1:13 - 1:24

- 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.



GOOGLE IO 2023 | 1:25 - 1:30

- A commercial for Google I/O 2023, promoting their AI-designed card game, I/O Flip.
- **RESPONSIBILITIES** - set and prop modeling, set dressing, look development and lighting
- **SOFTWARE** - Models done in Maya. Textures created in Substance Painter. Lighting and Rendering done with Redshift.



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SICILY | 1:31 - 1:40

- A personal project to create a 3D environment, inspired by Sicily.
- **RESPONSIBILITIES** - All aspects
- **SOFTWARE** - Models done in Maya and ZBrush. Curtains and hanging clothes are done using Maya's nCloth. Vegetation done in Speedtree and Maya's Paint Effects. Lighting and Rendering done with Arnold.



ENCHANTED | 1:41 - 1:46

- A 3D environment of the house in Disney's Enchanted movie, based on a concept art by Lisa Keene
- **RESPONSIBILITIES** - All aspects
- **SOFTWARE** - Models done in Maya and ZBrush. Tree trunks are sculpted in ZBrush, but leaves are generated procedurally using Speedtree. Vegetation, such as flowers and bushes are done with Speedtree and Maya's Paint Effects. Lighting and Rendering done with Renderman.



ESPRESSO MACHINE | 1:47 - 2:00

- Personal project to create a more realistic hard surface model, based on La Nuova Era Altea Wood Espresso Machine
- **RESPONSIBILITIES** - All aspects
- **SOFTWARE** - Models done in Maya. Textures created in Substance Painter. Lighting and Rendering done with Arnold.



ROGER'S ROOM | 2:51 - 2:12

- A 3D environment based on a concept art by Ken Anderson
- **RESPONSIBILITIES** - All aspects
- **SOFTWARE** - Models done in Maya and ZBrush. Rendering done with Arnold.



UPSIDE | 2:13 - 2:26

- Collaborative short film made with 8 other interns under the guidance of Pixar Undergraduate Program Mentorship
- **RESPONSIBILITIES:** Environment modeling and set dressing (attic, diner and gas station. Texturing (suitcase and motorcycle)
- **SOFTWARE** - Models done in Maya. Textures created in Substance Painter. Vegetation done in Speedtree and Maya's Paint Effects. Lighting and Rendering done with Renderman.

