

Phil Stewart
Lighting Reel 2013 Breakdown

Showreel password: spotlight

All work was produced in stereoscopic 3D

0:01 – 0:10 - “20,000 Leagues Under the Sea”

I was a Lighting artist on this entire project, working in a team of 4 artists over a 5 month period. The film was produced as a stereoscopic 4D¹ attraction film, with a running time of 11.5 minutes. I was responsible for all lighting and rendering on this shot, using Modo. I made the bubble effects in Lightwave and rendered in Modo. My composite was done in Fusion.

0:11 – 0:15 - “The Good, the Bad and a Horse”

I was a Lighting artist on this entire project, working in a team of 4 artists over a 5 month period. The film was produced as a stereoscopic 4D attraction film, with a running time of 11 minutes. I was responsible for all lighting and rendering on this sequence using Modo. My composite was done in Fusion.

0:16 – 0:26 - “The Lost World”

I was a Lighting artist on this entire project, working in a team of 4 artists over a 6 month period. The film was produced as a stereoscopic 4D attraction film, with a running time of 12 minutes. I was responsible for all lighting and rendering on this sequence using Modo. I simulated the dust and water splash effects in Xsi-Softimage and rendered them in Modo. My composite was done in Fusion.

0:27 – 0:37 - “The Good, the Bad and a Horse”

I was responsible for all lighting and rendering on this sequence using Modo. I created the dust and flying apple effects in Lightwave and rendered them in Modo. My composite was done in Fusion.

0:38 – 0:50 - “Space Chase”

I was Key Lighting artist on this sequence (1min 27), working on all aspects of it for 5 weeks. The film was produced as a stereoscopic motion-simulator ride, with a running time of 4 minutes. All the lighting and volumetric effects were produced and rendered in Modo. Lens flares were produced using After-Effects and Fusion. My composite was done in Fusion.

0:51 – 0:54 - “Sherlock Holmes”

I joined the lighting team for the final month of production, bringing the team up to 3 members. The film was produced as a stereoscopic 4D attraction film, with a running time of 11 minutes. I was responsible for all lighting and rendering on this shot using Modo. My composite was done in Fusion.

0:55 – 1:00 - “Elvis Rocks”

I was a Lighting artist on this entire project, working in a team of 3 artists over a 4 month period. The film was produced as a stereoscopic 4D attraction film, with a running time of 11 minutes. I was responsible for all lighting and rendering on this shot using Modo. My composite was done in Fusion.

1:01 – 1:04 - “20,000 Leagues Under the Sea”

I was responsible for all lighting and rendering on this sequence using Modo. My composite was done in Fusion.

1:05 – 1:09 - “The Lost World”

I was responsible for all lighting and rendering on this sequence using Modo. My composite was done in Fusion.

1:10 – 1:25 - “Space Chase”

All the lighting and volumetric effects were produced and rendered in Modo. Lens flares were produced using After-Effects and Fusion. My composite was done in Fusion.

1 4D refers to physical effects such as water-splashes and chair-vibrations produced in the auditorium.

1:25 – 1:34 - “The Lost World”

I was responsible for all lighting and rendering on this shot using Modo. My composite was done in Fusion.

1:35 – 1:41 - “20,000 Leagues Under the Sea”

I was responsible for all lighting and rendering on this shot using Modo. My composite was done in Fusion.

1:42 – 1:44- “The Lost World”

I was responsible for all lighting and rendering on this shot using Modo. I created the dust effect in Modo using volumetric lights. My composite was done in Fusion.

1:44 – 1:46 - “Elvis Rocks”

I was responsible for all lighting and rendering on this shot using Modo. My composite was done in Fusion.

0:46 – 0:49 - “The Good, the Bad and a Horse”

I was responsible for all lighting and rendering on this sequence using Modo. I created the dust effects using volumetric lights in Modo. My composite was done in Fusion.

1:49 – 2:00- “The Lost World”

I was responsible for all lighting and rendering on these shots using Modo. I made the falling leaves simulation in Softimage and rendered in Modo. I produced the dust effects in Modo using volumetric lights. The Spit effects in the T-Rex Shot were simulated in Xsi-Softimage and rendered in Modo. My composite was done in Fusion.

2:01 – 2:04 - “The Good, the Bad and a Horse”

I was responsible for all lighting and rendering on this sequence using Modo. I made the carriage full of apples using replicators in Modo. The effect of them being thrown out was simulated using Lightwave and rendered in Modo. The spark effect was simulated and rendered in Lightwave. My composite was done in Fusion.

2:04 – 2:10 - “Elvis Rocks”

I was responsible for all lighting and rendering on this shot using Modo. My composite was done in Fusion.

2:10 – 2:19- “The Lost World”

I was responsible for all lighting and rendering on this shot using Modo. I simulated the poo splatter in Softimage and rendered in Modo. My composite was done in Fusion.