

demoreel 2017 be[fx]/Gil Pinheiro

breakdown:

1. Cookies and Milk 1st

Personal project

Modelling, texturing, shading, lighting, compositing

software used: Blender, Zbrush, Photoshop, Mari, Substance Painter, Nuke

2. Gale the Snail and the Ladybug

Personal project

Modelling, texturing, shading, lighting, compositing

software used: Blender, Zbrush, Photoshop, Mari, Nuke

3. Spider by Night

Short Film (in development)

Modelling, texturing, shading, lighting, compositing

software used: Blender, Photoshop, Nuke

4. Quenottes

Short Film produced by Zeilt Productions(LU), WATTFRAME(FR) & ASM Production(FR)

directed & written by Pascal Thiebaux

co-directed by Gil Pinheiro

On set VFX supervision, Lightprobe capturing, Layout, Tracking, Modelling

software used: Photoshop, PFTrack, Blender, Maya, 123DCatch, Nuke

hardware used: Canon 7D for Lightprobe capturing

5. Cookies and Milk 2nd

Personal project

Modelling, texturing, shading, lighting, compositing

software used: Blender, Zbrush, Photoshop, Mari, Substance Painter, Nuke

6. Vasily the Acorn

Artwork Project (in development)

Modelling, texturing, shading, rigging, lighting, compositing

software used: Blender, Zbrush, Photoshop, Mari, Nuke

7. Park lights

Personal project

Modelling, texturing, shading, lighting, compositing

software used: Blender(modelling), C4D(rendering), Arnold, Photoshop, Nuke

8. be[fx] title

Motion design

Modelling, texturing, shading, animating, lighting, compositing

software used: Blender(modelling), C4D(rendering), Zbrush, Arnold, Photoshop, Nuke

