

SETH PETERSON

2D & 3D ARTIST

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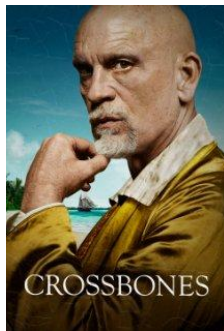
* advertising
* vfx
* vr

EVOX IMAGES | SHOT 1-5



- Composited stereo CG assets & 360° BG plates for the Gear VR Virtual Test Drive experience.
- Lit, rendered and/or composited CG vehicles.
- Processed Nuke workflows for high volume paint color & trim outputs.
- Applied proprietary V-Ray paint shaders per vehicle.

CROSSBONES | SHOT 6



- Designed lighting rigs for the *Covenant* sequence.
- Developed materials & shaders for the *Covenant's* sails.
- Created & stitched HDR images utilizing pre-production photography.
- Optimized render scene for acceptable render times.

BARELY LETHAL | SHOT 7-8



- Removed tracking markers and product logos.
- Keyed blue screens and removed spill from all BG plates.
- Integrated 2D monitor elements using 3D camera projections, tracking data and geometry.

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R.I.P.D. | SHOT 9-12



- R&D and implementation of new studio wide area light technology.
- Beta tested proprietary compositing software for the Lighting Dept.
- Animated between multiple HDRI assets for the Super-Slider shot.
- Lit & rendered characters & props for the evidence room & rooftop sequences.

FREE BIRDS | SHOT 13-22



- Lit, rendered & composited all characters, sets & props.
- Created character based Nuke scripts for scene specific needs.
- Applied Nuke macros & animated grades for 'light metering' effects.
- Final stereoscopic integration & color correction of all rendered elements.

SNOW WHITE AND THE HUNTSMAN | SHOT 23-24



- Setup shots for the enchanted forest & dark forest sequences.
- Collaborated with FX Pipeline to successfully render heavy character streams.
- Lit & rendered the butterflies, snake, mushrooms & lady bugs.
- Used color information from the BG plate to create bounce light contribution onto the characters.