SHELLEY FRIEL
LIGHTING ARTIST

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Title: Call of Duty Warzone Pacific
Responsible for lighting in bunkers for Golden Keycard event. Took already existing lighting and either stripped out to re-do or adjusted to better fit the event and the scene since fx was removed.

Thank you to the lighting team at Raven software for the opportunity and for the feedback along the way.

Title: Candlelight Poker
Programs: Maya & Houdini
Modeled: Maya & Houdini (not responsible for chandiler, chairs, standing candelabra or curtains)
Lighting: Maya (Arnold)
Texture/Shaders: Maya (Arnold)
Rendering: Arnold in Maya
An exploration in lighting with inspiration from "Barry Lyndon". Houdini used to create poker chip piles. A challenge to light a scene entirely in candle light while still trying to tell a story.

Title: Fantastical Plant
Programs: Maya & Nuke
Modeled: Maya
Lighting: Maya (Arnold)
Texture/Shaders: Maya (Arnold)
Rendering: Arnold in Maya
Main focus was on texturing and lighting to make the piece as photoreal as possible. Combining a real and fantasy element and making them realistic in CG. Nuke used for z-defocus and touch ups.

Title: Library
Programs: Maya
Modeled: Maya
Lighting: Maya (Arnold)
Texture/Shaders: Maya (Arnold)
Rendering: Arnold in Maya
In the span of 3 weeks to try and create an environment which I can use to tell a story through lighting. Bodleian library at the University of oxford was the reference for the scene.

Title: Office Interior
Programs: Maya & Substance Painter
Modeled: By Leslie Clark
Lighting: Maya (Arnold)
Texture/Shaders: Maya (Arnold) and Substance Painter
Rendering: Arnold in Maya
Goal was to light an environment in low contrast senarios throughtout different points of the day. An experiment with different times of day in an interior environment. Collaborative project with one other student, Leslie Clark, who modeled the scene.

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Title: Match to Live
Programs: Maya & Nuke
Modeled: Maya
Lighting: Maya (Arnold)
Texture/Shaders: Maya (Arnold)
Rendering: Arnold in Maya
The purpose was to have the CG Intergration match the real life object in the photograph. Photos were taken by myself with an intergration kit and chrome ball used to create hdr for skydome in scene. First experiment with cg intergration. Compositing in Nuke.