

CASEY PYKE

17495 Ivy Ln. Sisters, OR 97759 | 541-306-8013 | caseypyke@gmail.com

VFX Demo Reel Breakdown

VFX Demo Reel Link: <http://vimeo.com/caseypyke/vfxreel>

1. "Flight to Forbidden City" (2010):

I did: Atmospherics, Camera Move, Compositing, Fluid Clouds, Lighting, Rendering, Texturing

Software: Maya, Photoshop, Shake

I used Google Earth Images



2. "Nebula" (2010)

I did: Camera Move, Compositing, Modeling, Rendering, Texturing

Software: Maya, Photoshop, Shake

I used NASA images



3. "Satellite" (2009)

I did: Animation, Camera Move, Compositing, Lighting, Modified 3D model, Rendering, Texturing

Software: Maya, Photoshop, Shake

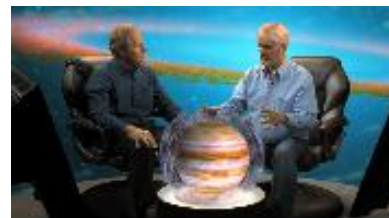


4. "Jupiter" (2009)

I did: Planet: Animation, Modeling, Texturing

Software: Maya, Photoshop, Shake

I used NASA images

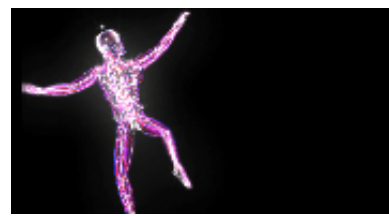


5. "Dancer" (2011)

I did: Camera move, Compositing, Motion Editing, Rigging, Rendering, Texturing

Software: Maya, Shake

I used Motion Capture data



6. "Satellite #2" (2009)

I did: Animation, Camera Move, Compositing, Lighting, Modified 3D model, Rendering, Texturing

Software: Maya, Photoshop, Shake



7. "Satelite #3 Lasers" (2009)

I did: Animation, Camera Move, Compositing, Lighting, Modified 3D model, Moving Matte Painting, Rendering, Texturing

Software: Maya, Photoshop, Shake

I used NASA images



Continued on Back...

Casey Pyke 1 of 4

8. "People Connection" (2012)

I did: Animated and Rigged Characters, Background, Compositing, Lead VFX, Lighting, Modified 3D models, Project Managing
Software: Maya, Photoshop, Shake, Z-Brush



9. "Sunrise" (2011):

I did: Animation, Compositing, Lighting, Modified Images for Texture, Rendering
Software: Maya, Photoshop, Shake
I used NASA images



10. "Sitting Couple" (2012)

I did: Background, Compositing, Lead VFX, Lighting, Modified 3D models, Posed and Rigged Characters, Project Managing
Software: Maya, Photoshop, Shake, Z-Brush



11. "Mayan Pyramid" (2011)

I did: Background, Camera Move, Compositing, Keying, Lighting, Modified Stock Footage, Rendering, Texturing
Software: Boujou, Maya, Shake



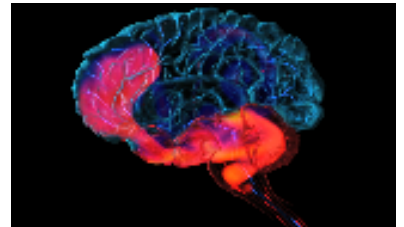
12. "Sun" (2009)

I did: Animation, Compositing, Keying, Lighting, Modeling, Rendering, Texturing
Software: Maya, Photoshop, Shake
I used NASA images



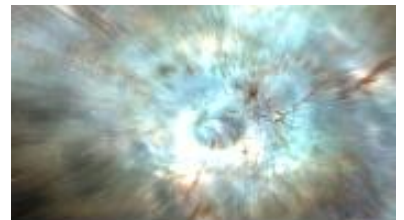
13. "Brain" (2012)

I did: Animation, Compositing, Fluids, Rendering, Texturing
Software: Maya, Shake



14. "Galaxy Tunnel" (2011)

I did: Camera Move, Compositing, Modeling, Rendering, Texturing
Software: Maya, Photoshop, Shake
I used NASA images



15. "Galaxy Field" (2008)

I did: Camera Move, Compositing, Modeling, Particles, Rendering, Texturing
Software: Maya, Shake
I used NASA images



16. "T-Rex" (2012)

I did: Animation, Compositing, Director, Match-moving, Modified 3D Model, Rendering, Rigging, Texturing, Videography
Software: After Effects, Match Mover, Maya



17. "Flying Whale" (2011)

I did: Animation, Compositing, Director, Modeling, Rendering, Rigging, Texturing, Videography
Software: Maya, Photoshop, After Effects, Z-Brush



18. "Earth Zoom" (2010)

I did: Atmospherics, Camera Move, Compositing, Fluid Clouds, Lighting, Rendering, Texturing
Software: Maya, Photoshop, Shake
I used Google Earth and NASA images



19. "Orange and White Crowd" (2012)

I did: Compositing, Lead VFX, Particles, Project Managing, Rendering
Software: Maya, Photoshop, Shake



20. "Earth Zoom Continued" (2010)

I did: Atmospherics, Camera Move, Compositing, Fluid Clouds, Lighting, Rendering, Texturing
Software: Maya, Photoshop, Shake
I used Google Earth and NASA images



21. "Earth at Night" (2011)

I did: Animation, Compositing, Keying, Lighting, Modeling, Rendering, Texturing
Software: Maya, Photoshop, Shake
I used NASA images



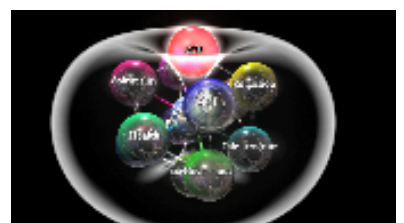
22. "Fighter" (2011)

I did: Compositing, Motion Editing, Rigging, Rendering, Texturing
Software: Maya, Shake
I used Motion Capture data



23. "Sphere Diagram" (2010)

I did: Animation, Compositing, Modeling, Rendering, Rigging, Texturing
Software: Maya, Photoshop, Shake



Continued on Back...

24. "432 Design" (2012)

I did: Animation, Camera Move, Lead VFX, Modeling, Project Managing
Software: Maya, Shake



25. "Couple in Kitchen" (2012)

I did: Animation, Compositing, Lead VFX, Project Managing, Rendering, Rigging
Software: Maya, Shake



26. "Doritos Butterfly" (2010)

I did: Animation, Compositing, Modeling, Rigging, Texturing
Software: After Effects, Maya, Photoshop



27. "2D Town" (2011)

I did: Camera Move, Collaborating with 2D artist on Animation, Compositing, Rendering, Project Manager
Software: Maya, Photoshop, Shake



28. "Tapeworm" (2008)

I did: Animation, Compositing, Fluids, Lighting, Rendering, Rigging
Software: Maya, Shake



29. "Orange to Apple" (2008)

I did: Animation, Compositing, Keying, Lighting, Modeling, Rendering, Rigging, Texturing
Software: Maya, Photoshop, Shake



30. "Galaxy Zoom Out" (2009)

I did: Camera Move, Composited Background, Modeled and Textured Galaxy, Rendering
Software: Maya, Shake



31. "Alley Dog Crane Shot" (2010)

I did: Camera Move, Character Animation, Co-Director, Compositing, Lighting, Rendering
Software: After Effects, Maya
Co-created with Trisha Johansen



CREDITS: Clips courtesy of "liquidbuddha.studios," "Thrive: What On Earth Will It Take?," "Vitality," "432 Design"