

Leslie Beldner

lighter | compositor | texture artist

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Shot Breakdown



0:02 Tomatoes

Lit and textured in Maya rendered in Mental Ray



0:10 Archway

*Lit and textured in Maya rendered in Mental Ray
Work In Progress*



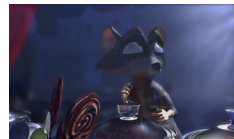
0:16 Bear and the Bird,

*Worked off of a main light rig by Bryanna London
added extra lights as needed and composited the scene together
a SCAD Collaborative Film
Directed by Matt Barrera
Textured by Sarah Johnson and Rebecca Mckee*



0:22 Bear and the Bird

*Worked off of a main light rig by Bryanna London
added extra lights as needed and composited the scene together
a SCAD Collaborative Film
Directed by Matt Barrera
Textured by Sarah Johnson and Rebecca Mckee*



0:27 Baxter

*Did character and additional lighting in Maya rendered in
Mental Ray, composited in Nuke
Director Ty Coyle
Light Lead Alex Corll*



0:34 Chess

*Lit and textured in Maya rendered in Mental Ray
modeled by Mark Boroff*