Mark McKinsey

Lighting Reel Breakdown

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1. Battle for Eire: Busch Gardens Action VR Ride
Maya and Redshift

Battle for Eire is a VR attraction at Busch Gardens in Williamsburg, Virginia. I was responsible for the scene assembly, environment lighting, and 360 render. This was one of my first projects working in full CG 360, and it was an awesome challenge lighting outside the traditional 16x9 frame.

Credits: *Responsible for 360 environment lighting and render setup.*
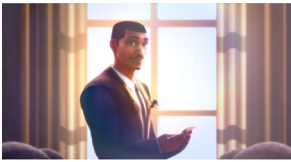
2. Halo: Outpost Discovery
Maya, Redshift, and NukeX

These scenes were lit for a Halo convention that toured around the USA. The content was displayed in a dome theater.

Credits: *Responsible for 360 environment lighting, render setup, and space base comp.*

3. *Vows* Shot Lighting & Carl Shading
RenderMan, Maya, NukeX, Mudbox, and Photoshop

Vows is a story about a man on one of the biggest days of his life, but is suddenly reminded of a deep sadness that plagues this very happy day with the person he loves most. I am directing the film as my senior project, working collaboratively with an awesome team of people. I lit and rendered this shot using RenderMan for Maya, while also shading Carl the main character. Carl sketches by Jin Fang.

Credits: *Responsible for shot lighting, compositing, set shading and character shading/groom.*
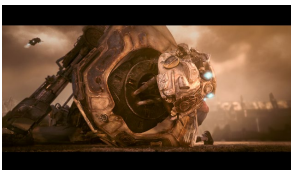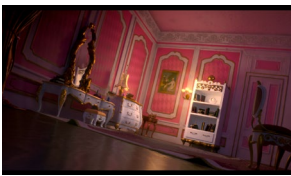
4. *N0-A*
RenderMan (REYES), Maya, and NukeX

N0-A is a collaborative senior film directed by Liam Murphy at the Savannah College of Art and Design. It was a larger scale student film that involved many different people spanning various artistic specialties.

**Credits:** *Responsible for lighting and compositing.*

5. Charlotte's Room
RenderMan, Maya, NukeX, Mudbox, and Photoshop

This was a personal project I worked on that explored RenderMan's new RIS rendering engine. I based the scene off of a 2D visual development piece from Disney's *The Princess and the Frog*. All modeling was done in Autodesk Maya, with texturing done in both Adobe Photoshop and Autodesk Mudbox. Compositing was done in The Foundry's NukeX.

Credits: *Responsible for all components | Concept from Disney's The Princess and the Frog*
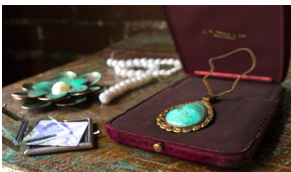
6. Floating Pendant
RenderMan (REYES), Maya, NukeX, Mudbox, and Photoshop

The emphasis of this project was to utilize camera projection to efficiently aid in photoreal rendering. The background plate was shot using my Nikon camera. The contents and knob of the box are shaded, lit, and rendered using RenderMan. The box itself is a projection onto geometry within Maya. Other components were rendered using either RenderMan or Mental Ray and were then composited in NukeX.

Credits: *Responsible for all components*