

Matt McCrory	Lighter/Compositor/Software Engineer
	Demo Reel Breakdown
	Running Time: 1 minute 51 seconds



**Shot 1:** Kung Fu Panda - Trailer Shot

**Description:** Worked on all elements. Characters and environment lit with direct lights & global illumination. Animated comp finesses look of characters while in the sky.



**Shot 2:** Kung Fu Panda

**Description:** Lit Panda, rope FX, tree, and minor work on background elements. Comp'd shot.



**Shot 3:** Kung Fu Panda

**Description:** Lit all main characters with adjustments to crowds and set. Comp'd shot.



**Shot 4:** Kung Fu Panda

**Description:** Lit Panda and Oogway with minor adjustments to crowds and set. Comp'd shot.



**Shot 5:** Flushed Away

**Description:** Lit characters, minor tweaks to environment. Comp'd shot.



**Shot 6:** Flushed Away

**Description:** Lit characters and environment. Comp'd shot.

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**Shot 7:** Flushed Away

**Description:** Lit environment, sub, characters on sub. Underwater light effect achieved in comp.



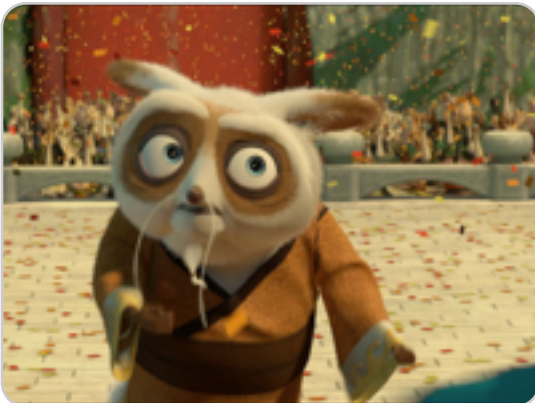
**Shot 8:** Kung Fu Panda

**Description:** Lit main characters, comp'd shot.



**Shot 9:** Kung Fu Panda

**Description:** Lit main characters, comp'd shot.



**Shot 10:** Kung Fu Panda

**Description:** Lit/comp'd Shifu, crowds, and environment. Implemented sequence-wide system of fast depth testing for accurate confetti FX comp.



**Shot 11:** Kung Fu Panda

**Description:** Lit Panda and props with minor tweaks to crowds and set. Comp'd shot.



**Shot 12:** Shark Tale

**Description:** Lit main characters, minor work on bg chars and set. Comp'd shot.

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**Shot 13:** Shark Tale

**Description:** Used rig from Shot 12, made minor tweaks. Comp'd shot.



**Shot 14:** Kung Fu Panda

**Description:** Lit bedroom sequence. Used rig to light first 3D sequences of KFP. Comp'd shots.



**Shot 15:** Kung Fu Panda

**Description:** Lit Panda, Oogway and crowds with minor lighting adjustments to set. compn'd shot.



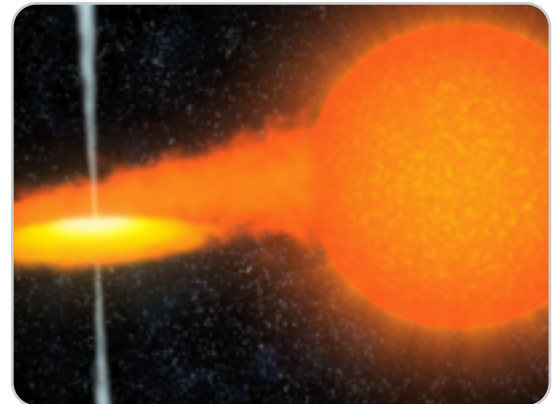
**Shot 16:** Kung Fu Panda

**Description:** Lit all characters with tweaks to crowds and set. Comp'd shot.



**Shot 17:** Kung Fu Panda

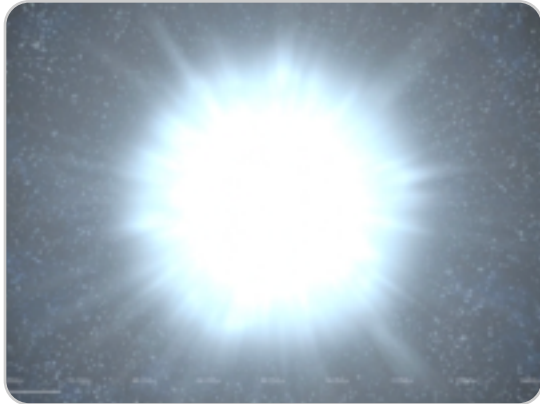
**Description:** Lit Shifu, tweaked crowds, et. Constructed comp to animate transition from confetti theatre shot to snowy mountain shot.



**Shot 18:** Binary Stellar Evolution

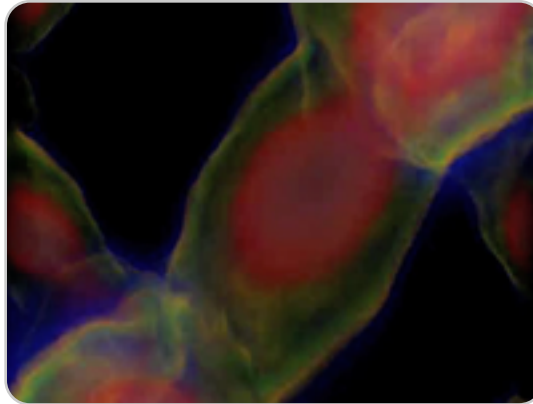
**Description:** Wrote Maya Python/MEL scripts to read stellar evolution simulation data, used it to drive modeling, surfacing, and animation of stars. Comp'd in Shake.

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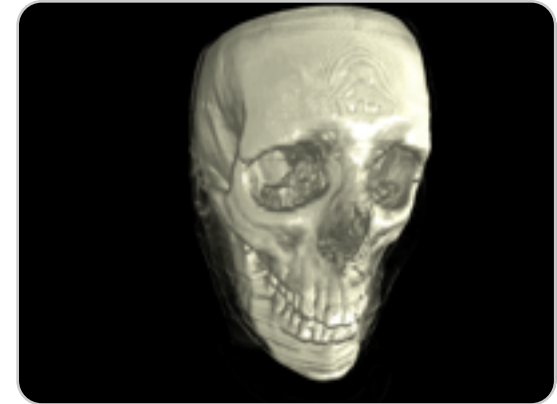
**Shot 19:** Single Star Evolution

**Description:** Wrote Maya Python/MEL scripts to read stellar evolution simulation data, used it to drive modeling, surfacing, and animation of single star system. Supernova effect achieved through animated Shake script. Stellar winds/flares achieved in comp. Reference circles indicate star size. Paint FX in Maya used to create starry background.



**Shot 20:** Jeans Instability

**Description:** Volume rendering of stellar gas collapse. I wrote the RenderMan volume shader in RM Shader Language and C. Volumetric data generated by University of Chicago.



**Shot 21:** Severe Head Trauma CAT Scan

**Description:** Interactive volume rendering of CAT scan data from University of Chicago Surgery Division. Wrote GLSL ray-marching shader. Iso-surface normals calculated interactively and used for lighting calculations.

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### Tools used on Kung Fu Panda and Flushed Away

Proprietary lighting tool (Light) and proprietary compositing tool (Comp) as well as proprietary pipeline tools for generating global illumination lighting caches, ambient occlusion maps, shadow maps, environment maps, camera depth maps, motion and depth of field blur generation, and more.

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### Tools used on Shark Tale

Maya was used in tandem with a proprietary add-on called LUIGI for lighting. mental ray was used for global illumination and ambient occlusion. Shake was used for compositing. These were all used together with additional proprietary pipeline tools.

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### Tools used on Scientific Visualizations

Code written in emacs. Jeans Instability renderer used RenderMan libraries and ran on SGI supercomputers. Shockwave Cylinder and Severe Head Trauma renderers used OpenGL linux libraries.

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[jobs@mattmccrory.com](mailto:jobs@mattmccrory.com)

847.809.7987