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SHOT BREAKDOWN CARD

Technical Reel

Live Free or Die Hard

Runtime | 0:16 - 0:54



Software: Houdini, Mantra, Nuke

Responsibilities:

- Designed procedural dust system for FX artists
- Developed volumetric sprite and i3d shaders
- Simulated, lit and rendered dust elements
- Created process for rendering jet afterburn
- Generated source data for various fx elements

Happy Feet

Runtime | 0:55 - 1:42



Software: Maya, RenderMan, Fusion

Responsibilities:

- Optimized render pass scripts
- Setup and generated shadow maps
- Maintained shader links and attributes
- Procedurally composited multipass renders
- Color treated floating point imagery for final look

The Ant Bully

Runtime | 1:43 - 2:28



Software: Houdini, RenderMan, Nuke

Responsibilities:

- Animated interocular for stereoscopic viewing
- Debugged inconsistent renders from lighting
- Customized FX simulations in proper space
- Wrote scripts to increase team workflow
- Resolved shadow maps and texture maps
- Corrected holdout mattes and comp order
- Amended tech issues for lighting department
- Recreated composites for optimal 3D experience

Beowulf

Runtime | 2:29 - 2:56



Software: Katana, RenderMan, Bonsai

Responsibilities:

- Managed multiple asset versions
- Matched 3D lighting to 2D shot finals
- Tracked 2D composite tricks in 3D space
- Setup custom render passes and reprojections
- Formed stereo depth from flat matte paintings