

david quirus

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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