

Addie Tate
Reel Breakdown

Shot 1-

Software- 3DsMax, VRay, Forest Pack, Photoshop

In this scene I wanted to create a romantic environment around a piece of equipment in the wastewater industry for a slightly comical effect. I decided on a bar screen, because it is one of the first structures wastewater goes through, and so it typically gets out all the... big stuff. I used 3DS Max and Forest Pack for the models, Photoshop for the textures and compositing, and VRay for the lighting and rendering.

Shot 2-

Software- Maya, 3Ds Max, VRay, Photoshop

One of my favorite places in the world is the Southwest! While creating this, I lived vicariously through this living room, imagining myself leaving before dawn for work and perhaps not having the time to clean up the cereal spilled on the table (The cat will eat it, right?). For the models I used Maya and 3DS Max, Photoshop to develop textures and composite layers, and VRay for lighting and rendering.

Shot 3-

Software- 3DsMax, VRay, Forest Pack, Photoshop

In this environment I focused on working with VRay atmospherics and compositing in Photoshop. I also adjusted specifics of a summer model pack in Forest Pack to create a fall scene.

Shot 4-

Software- 3DsMax, VRay, Forest Pack, Photoshop

In this scene I wanted to focus on lighting and rendering with VRay. I used Photoshop to create the texture on the boat and composite together the layers.

Shot 5-

Software- Maya, Substance Painter, Arnold, Photoshop.

Growing up, fishing was a huge part of my childhood. When I saw this concept, I knew I had to recreate it. I began by modeling the dock in Maya, then texturing in Substance Painter, rendering it in Arnold, and compositing in Photoshop.

Shot 6-

Software- ZBrush, Maya, Topogun, Substance Painter, Arnold, Photoshop.

This low poly character is ready to be rigged and animated in a game environment. I sculpted the character in ZBrush, retopologized and UV mapped him in Topogun and Maya, and used Substance Painter and Photoshop to texture him. All of the lighting and rendering was done in Arnold, and I used Photoshop to composite my renders.

