

BRYANNA LONDON

LOOK DEVELOPMENT | LIGHTING | COMPOSITING

(443)682-3179

bryannalondon.com

brylondon@gmail.com



Skylanders: Maya | V-Ray

I was responsible for lighting various shots. The cave shots were full CG so I got a lot of freedom to create the desired look. The outside shots were a blend of live action and CG.



She Too: Maya | V-Ray

I was responsible for lighting various shots based on reference photos. I worked closely with the Comp artists to achieve the various transition looks.



Mortdecai: Maya | V-Ray | Mari | Photoshop

I was responsible for the texturing and look development of various assets in five transition shots for the film Mortdecai. I was responsible for the two airplanes, various hero and background buildings, tree layout, etc.



Castrol Edge: Maya | V-Ray | Photoshop

I was responsible for lighting various shots. I also created one off textures and shaders for various assets only in a few shots. Helped look develop a couple shot sequences.



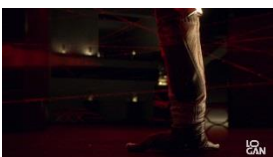
Nike Lunar and Max: Maya | V-Ray | Photoshop

I was responsible for the texturing and look development of the cloth. The cloth was made with layers of various patterns that were composited together. I was also responsible for lighting the majority of the spot.



Kia Toolbox: Maya | V-Ray | Photoshop

I was responsible for the look development of the interior of the car. I also lit the second Kia shot on the reel.



Spiderman Game Trailer: Maya | V-Ray | Photoshop

I was responsible for the shader work on Green Goblin, Goblin Glider, Black Cat, and the museum environment. I also textured various props throughout the spot.



XBOX One: Maya | VRay

My responsibilities included all the lighting and creating the render elements for the compositors.



Northrop: Maya | Mari | Photoshop

I was responsible for the texture painting and shading of the plane.