EVAN TAYE LEE

LIGHTING AND LOOK DEVELOPMENT ARTIST

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REEL BREAKDOWN

0:04 - Geico Ease Specialist - "Wormhole"

Houdini | Arnold | Nuke

Responsible for shot lighting & precomp on this Geico spot. Stitched HDRs and lit the Gecko. Rendered lighting, reflection, shadow and eye passes. Lit hologram lighting & lookdev'd the cartridge asset

0:09 - Amazon's "Jack Ryan" Series

Houdini | Arnold | Nuke

Responsible for shot lighting & precomp on two shots. Look dev'd and lit a cg harpoon and rope replacement

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0:11 - Geico Ease Specialist - "Drew Dunnit"

Houdini | Arnold | Nuke

Responsible for shot lighting & precomp on this Geico spot. Stitched HDRs and lit the Gecko. Rendered lighting, reflection, shadow and eye passes.

0:17 - Geico ESPN - "Collecticbles"

Houdini | Arnold | Nuke

Responsible for shot lighting & precomp on this Geico spot. Stitched HDRs and lit the Gecko. Rendered lighting, reflection, shadow and eye passes. Also composited reflections in the eyes and roto'd the box + reflections.

0:20 - Geico ESPN - "Mascot"

Houdini | Arnold | Nuke

Responsible for shot lighting & precomp on this Geico spot. Stitched HDRs and lit the Gecko. Rendered lighting, reflection, shadow and eye passes. Also composited reflections in the eyes and roto'd the box + reflections.

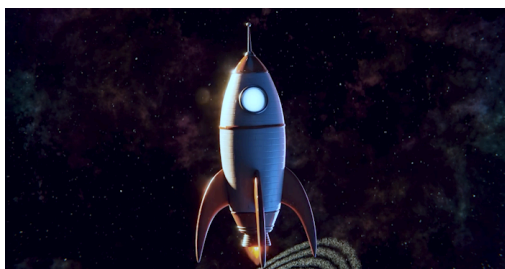### 0:27 - Group Project - "Music Hall"

Houdini | Arnold | Nuke

Responsible for lighting, look dev, shading, and compositing. Lit the environment and record player. Look development of the record player and composited/integrated the record player into the cg environment.

0:35 - Group Project - "Bus Stop"

Houdini | Arnold | Nuke

Responsible for lighting, look dev, shading, and compositing. Lit the environment and character + umbrella. Look development of the character and umbrella. Compositied the character, umbrella, and environment.

0:38 - Group Project - "Bus Stop"

Maya | Arnold | Nuke

Responsible for lighting, look dev, shading, and compositing. Lit the space ship, surrounding planets and asteroids. Look development of the rocket ship, plants, and asteroids. Composited the rocket ship, planets, and asteroids.

0:50 - Geico - Frenemy - "Dinner Party"

Houdini | Arnold | Nuke

Responsible for shot lighting, look dev, & precomp on this Geico spot. Stitched HDRs and lit the Gecko and Gherkin pickle. Look development of the Gherkin pickle. Gave the Geico Gecko eye comp treatment.

0:59 - Booking.com - Super Bowl 2023 - "Somewhere, Anywhere"

Houdini | Arnold | Nuke

Responsible for shot lighting, look dev, & precomp on this Super Bowl 2023 spot. Lit CG umbrella, beach lounger, and towel replacements. Responsible for the look development and precomps.

1:05 - Geico - Frenemy - "Lost Dog"

Houdini | Arnold | Nuke

Responsible for shot lighting, look dev, roto & precomp on this Geico spot. Stitched HDRs and lit the Gecko. Also worked on the tape roto for all gecko shots. Look dev on the Geico Gecko. Gave the Geico Gecko eye treatment.

### 1:11 - Geico - Frenemy - "Hockey Ticket"

Houdini | Arnold | Nuke

Responsible for shot lighting, look dev, roto & precomp on this Geico spot. Stitched HDRs. Also worked on the hockey player and popcorn roto's for the gecko shots. Look dev on the popcorn. Gave the Geico Gecko eye treatment.

1:18 - Chase - "Chase Sapphire Reserve"

Houdini | Arnold | Nuke

Responsible for shot lighting, look dev, & precomp. Lit CG card replacements with the special prismatic reflections. Look development on the CG card and bowl of soup.
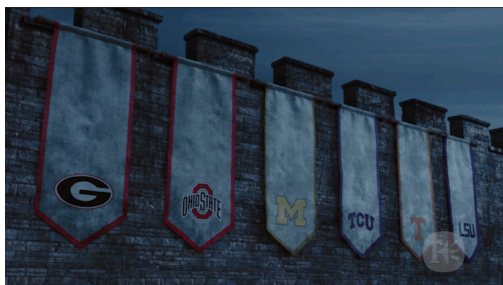
1:19 - ESPN - "Once Upon A Game"

Houdini | Arnold | Nuke

Responsible for shot lighting, look dev, & precomp for this ESPN College Football Weekend Playoff spot. Lit, textured, and done look development on the CG College Football banners.

1:26 - Group Project - "Reunited"
Maya | Arnold | Nuke

Responsible for lighting, animation, shading, and compositing. Animated and lit both characters hugging. Animated lights to simulate cars off camera in the background. Composited the characters into the cg environment.