

Reel Breakdown 2011

Jackie Liao

Vertex - Underground



Client : Vertex

Production Company : The Mill

Software : MAYA, Mental Ray, Mudbox, Nuke, Photoshop

Responsibility:

Set Dressing, Shading, Lighting, Compositing

Dunkin Dounts



Client : Dunkin Dounts

Production Company : The Mill

Software : MAYA, Mental Ray, Nuke, Photoshop

Responsibility:

Shading, Lighting, Compositing

Betty Crocker



Client : Betty Crocker

Production Company : The Mill

Software : MAYA, Mental Ray, Mudbox, Nuke, Photoshop

Responsibility:

Shading, Lighting, Compositing

Pantech - Skate



Client : Pantech

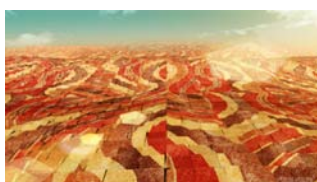
Production Company : The Mill

Software : MAYA, Mental Ray, Nuke, Photoshop

Responsibility:

Shading, Lighting, Compositing

Nicktoons ID



Client : Nicktoons

Production Company : Nailgun*

Software : MAYA, Blastcode, Mental Ray, After Effects, Photoshop

Responsibility:

Dynamics, Modeling, Rigging, Animation, Shading, Lighting

Vitamin Water - Air



Client : Vitamin Water

Production Company : The Mill

Software : MAYA, Mental Ray, Nuke, Photoshop

Responsibility:

Shading, Lighting, Compositing

ESPN on abc Sports Saturday Promo



Client : ESPN

Production Company : Nailgun*

Software : MAYA, Mental Ray, After Effects, Photoshop

Responsibility:

Modeling, Animation, Shading, Lighting

Maytag - Washer



Client : Maytag
Production Company : The Mill
Software : MAYA, Mental Ray, Nuke, Photoshop
Responsibility:
Modeling, Shading, Lighting, Compositing

Universal Channel Redesign 2007



Client : Universal Channel
Production Company : Nailgun*
Software : MAYA, Mental Ray, After Effects, Photoshop
Responsibility:
Modeling, Shading, Lighting

ION Channel Redesign



Client : ION
Production Company : Nailgun*
Software : MAYA, Mental Ray, After Effects, Photoshop
Responsibility:
Dynamics, Rigging, Animation, Shading, Lighting

DIY Man Cave Promo



Client : DIY
Production Company : Nailgun*
Software : MAYA, Mental Ray, After Effects, Photoshop
Responsibility:
Modeling, Rigging, Animation, Shading, Lighting

Universal Channel Redesign 2007



Client : Universal Channel
Production Company : Nailgun*
Software : MAYA, Mental Ray, After Effects, Photoshop
Responsibility:
Modeling, Animation, Shading, Lighting

Digital Painting

Painting helps me understand color, contrast and lighting in the real world as well as improve my observation ability for subtle details. I usually sketch with pencil or wacom tablet, and paint color with Adobe Photoshop or Corel Painter.

The Desire



< Personal Project >

Software : Photoshop
Responsibility:
Sketching with Pencil, Coloring with Photoshop

Expectation



< Personal Project >

Software : Photoshop

Responsibility:

Sketching and coloring with Photoshop

ESPN Little League World Series Promo Style Frame [Digital Painting]



Client : ESPN

Production Company : Nailgun*

Software : Photoshop

Responsibility:

Sketching and coloring with Photoshop

Chloe



< Personal Project >

Software : Photoshop

Responsibility:

Sketching and coloring with Photoshop

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