








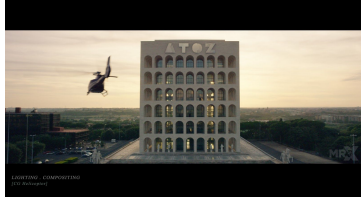













Reel Breakdown

Demoreel 2016 / Jackie Liao

	<p>Project: Pompeii Role: Senior Lighting TD Contributions:</p> <ul style="list-style-type: none">- Lookdev for CG mountain and body assets- Lighting and final compositing for the shots
	<p>Project: The Mortal Instruments: City of Bone Role: Senior Lighting TD Contributions:</p> <ul style="list-style-type: none">- Lighting and compositing for FG and BG buildings- Transition FX RnD
	<p>Project: Narcos Role: Senior Lighting TD Contributions:</p> <ul style="list-style-type: none">- Lookdev and fur setup for CG rat.- Lighting and compositing for the shot
	<p>Project: Pompeii Role: Senior Lighting TD Contributions:</p> <ul style="list-style-type: none">- Lighting and compositing for CG set extension, gaks, pumice stones and volcano.
	<p>Project: Zoolander 2 Role: Lighting Lead Contributions:</p> <ul style="list-style-type: none">- Lighting and compositing for CG building and structures.
	<p>Project: Marco Polo Role: Senior Lighting TD Contributions:</p> <ul style="list-style-type: none">- Lighting and compositing for CG sword.
	<p>Project: Marco Polo Role: Senior Lighting TD Contributions:</p> <ul style="list-style-type: none">- Lighting and compositing for CG arrow.

	<p>Project: Marco Polo Role: Senior Lighting TD Contributions:</p> <ul style="list-style-type: none"> - Lighting and compositing for CG sword.
	<p>Project: Anchorman 2: The Legend Continues Role: Senior Lighting TD Contributions:</p> <ul style="list-style-type: none"> - Lighting and compositing for CG arm explosion.
	<p>Project: Zoolander 2 Role: Lighting Lead Contributions:</p> <ul style="list-style-type: none"> - Lighting and compositing for CG Helicopter.
	<p>Project: Narcos Role: Senior Lighting TD Contributions:</p> <ul style="list-style-type: none"> - Lighting and compositing for CG plane
	<p>Project: Zoolander 2 Role: Lighting Lead Contributions:</p> <ul style="list-style-type: none"> - Lighting and compositing for CG building.
	<p>Project: Anchorman 2: The Legend Continues Role: Senior Lighting TD Contributions:</p> <ul style="list-style-type: none"> - Lighting and compositing for CG stage.
	<p>Project: Zoolander 2 Role: Lighting Lead Contributions:</p> <ul style="list-style-type: none"> - Lighting and compositing for CG building and structures. - Lookdev for metal book asset.

	<p>Project: The Other Woman Role: Senior Lighting TD Contributions:</p> <ul style="list-style-type: none"> - Lighting, shading and compositing for CG glass.
	<p>Project: Narcos Role: Senior Lighting TD Contributions:</p> <ul style="list-style-type: none"> - Lookdev and fur setup for CG rat. - Lighting and compositing for the shot
	<p>Project: The Mortal Instruments: City of Bone Role: Senior Lighting TD Contributions:</p> <ul style="list-style-type: none"> - Lighting and final compositing for the shot (full CG shot)
	<p>Project: Pompeii Role: Senior Lighting TD Contributions:</p> <ul style="list-style-type: none"> - Lighting and compositing for CG temple, gaks and volcano.
	<p>Project: Zoolander 2 Role: Lighting Lead Contributions:</p> <ul style="list-style-type: none"> - Lighting and compositing for CG bomb.
	<p>Project: Zoolander 2 Role: Lighting Lead Contributions:</p> <ul style="list-style-type: none"> - Lighting and compositing for CG building.
	<p>Project: Pompeii Role: Senior Lighting TD Contributions:</p> <ul style="list-style-type: none"> - Lighting and compositing for CG environment, temple, gaks and volcano.