JT Milne

3D/Visual Effects Artist

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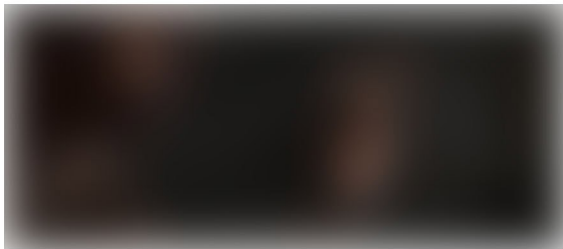LinkedIn: linkedin.com/in/jtmilnednb

Lighting Reel
Shot Breakdowns
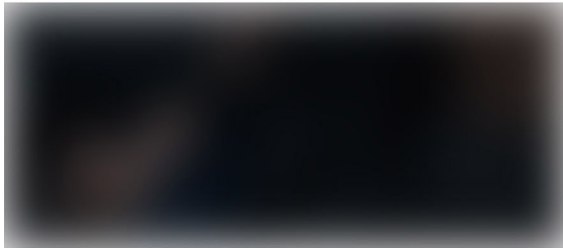
00:04 - *Hope* **- shot 6**
Responsible for: Lighting, rendering, bed, pants and eyelashes assets, compositing, dark hand animation, body low-res sculpt
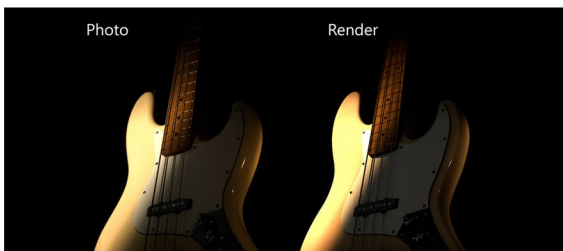Software used: Maya, Zbrush, Reality Capture, Xgen, Mari, V-Ray, Nuke, Photoshop

00:23- *Hope* **- Shot 2**
Lighting, rendering, volumetrics, bass guitar and eyelashes assets, compositing
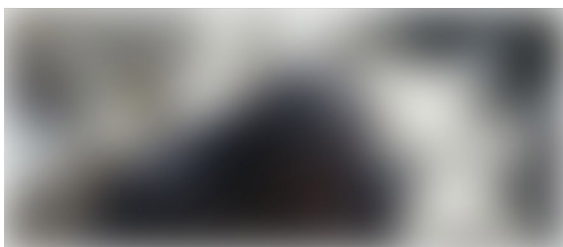
Software used: Maya, Xgen, Zbrush, Mari, V-Ray, Nuke, Photoshop

00:35 - Bass guitar
All aspects

Software used: Maya, Zbrush, Mari, V-Ray, Nuke, Photoshop

0:49 - *The Other Side*
Lighting, rendering, pants and boot dynamic rigs & simulation, pebble simulation, bash comp

Software used: Maya, V-Ray, Nuke

00:57 - *The Other Side*
Lighting, rendering, tracking, pants and boot dynamic rigs & simulation, pebble simulation

Software used: Maya, V-Ray, Syntheyes

01:06 - *The Other Side*
Bat modeling, surfacing and groom, lighting, swarm
dynamic rig & simulation

Software used: Maya, Xgen, Zbrush, Mari, V-Ray,
Photoshop

01:14 - *The Other Side*
Lighting, rendering, object tracking

Software used: Maya, V-Ray, Syntheyes

01:18 - Asessment - Lighting and Surfacing
Lighting, surfacing, camera and drone animation,
table, monitor, magnifying glass and blinds assets,
book detail sculpting, compositing

Software used: Maya, Zbrush, Mari, V-Ray, Nuke,
Photoshop, Premiere Pro

01:21 - T-70 X-Wing
All aspects

Software used: Maya, Zbrush, Mari, V-Ray, Nuke,
Photoshop, Premiere Pro