



TRA NGUYEN
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BREAKDOWN SHEET



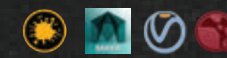
The Orville



Maya & Redshift - Lighting & Rendering.



HaagenDazs



Mari - Texture painting.

Maya & Vray - Fur, Shading, Lighting & Rendering.

NUKE - AOVs rebuild & Color Grading.



Lethal Weapon



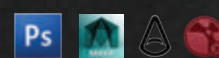
Maya & Redshift :

- Tunnel extension: Lighting & Rendering.

- CG Train: Shading, Lighting & Rendering.



Honda Civic



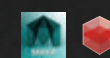
Photoshop - Texturing.

Maya & Arnold - Shading, Lighting & Rendering.

NUKE - Tracking, AOVs rebuild & Color Grading.



Agent of S.H.I.E.L.D



Maya & Redshift:

- CG Pole: Animating, Shading, Lighting & Rendering.



Grand Canyon



VUE - Modelling, Shading, Lighting & Rendering.

NUKE - Color Grading.



Hercules Beetle



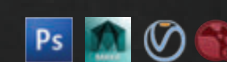
Substain Painter - Texturing.

Maya & Vray - Shading, Lighting & Rendering.

NUKE - AOVs rebuild & Color Grading.



Werther's Original



Photoshop - Texturing.

Maya & Vray - Shading, Lighting & Rendering.

NUKE - Tracking, AOVs rebuild & Color Grading.



Houston Methodist



Photoshop - Texturing.

Maya & Arnold - Shading, Lighting & Rendering.

NUKE - Tracking, AOVs rebuild & Color Grading.