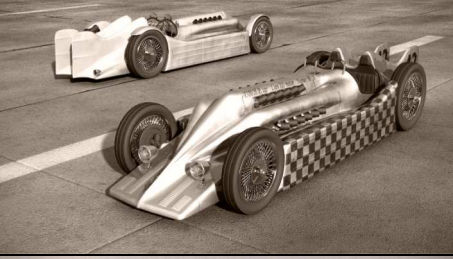


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Demo Reel Table of Content

Image	Concept	Technical data
	Homeless peoples remain mostly invisible. Fall morning mood. Sense of immobility of the world with sadness and beautifulness of Fall.	<u>Software:</u> XSI + Fusion No FG neither GI. All maps done by hand or with MapZone (no photo used). 6 light types, 14 light passes : 1. Direct Sun light + translucent leaves 2. All lights + Ambient Occlusion 3. Fog 4. Volume light 5. Final with HDR environment.
	Sweet time at beach. Softness of wet skin versus softness of stone. Female Curve exaggerated just by Camera position and Layout, not by model.	<u>Software:</u> 3DS Max MentalRay Fast SSS Skin shader with 6 textures maps for scattering levels. 'Wet with Drops' Material: No liquid physic used. Drops are 100% shader generated.
	Personal 3D interpretation of a Lazkano hyper-realistic painting. I voluntary made a not equilibrated picture with big visual weight at right, so emptiness at left appears even deeper, augmenting vertigo feeling. (Lazkano paint was equilibrated).	<u>Software:</u> 3DS Max MentalRay Details of town (windows, cars) are shader generated. All maps done with MapZone, no photo used. Home made Translucent Leaves.
	Teaching Exemple Lighting situation: mix of attenuated sunlight and artificial lights. Objects with dark or bright materials.	<u>Software:</u> 3DS Max MentalRay GI + direct lighting. Arch & Design materials.
	Napier's Golden Arrow. Illustrations for a magazine. 1930 design concept car. 1950 Photos style asked.	<u>Software:</u> 3DS Max MentalRay Model inspired by Golden Arrow LSR car. HDR image processing.
		Many kind of metal surfaces : Round Anisotropy, Rough Aluminium, Polished Aluminium, Painted and polished Steel, ...

	Teaching Example Breakdown. Faking and accelerating every 'time eater' 3D rendering options. High poly Dragon by Stanford University.	<u>Software:</u> XSI Mentalray + Fusion Fake Soft Shadows, Soft Reflects, Z DoF, Diffracted Reflects, ... Fake SSS for soft (food) and hard (jade) scattering material. 30 render passes.
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F. Gastaldo, Lighting, Head lighting, Texturing, CG Teacher.

Resume :

http://pressf9.free.fr/fgastaldo_resume.pdf

DemoReel :

http://pressf9.free.fr/fgastaldo_2008.mov