

# Stefani Gelardi

— Shading.Lighting.Modeling —

## Demo Reel Breakdown

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“Old Room” 0:00:05:01

Modeling (Except books)/Texturing/Shading/Lighting/Rendering

Renderer: Mental Ray and Arnold (AO,Wireframe,God Rays)

Programs: Maya, Mari, Photoshop, and Nuke

Reference: Based off image found online



“Snails” 0:00:09:01

Matchmove/Composite/Rendering/Texturing/Shading/Lighting

Modeled by: Joan Berenguer

Rigged by: Carlos Contreras

Renderer: Mental Ray

Programs: Maya,Mari,Photoshop,Nuke, and Zbrush

Passes: Beauty,Color Correction,AO, and Shadow



“Little Robot” 0:00:14:20

Texturing/Shading/Lighting/Rendering

Modeled by: Lauren Morrison

Rigged by: Quincy Calloway.

Renderer: Mental Ray

Programs: Maya,Mari, and Photoshop

For Sci-Fi short film “Automata”



“Cowboy Boot” 0:00:21:01

Texturing/Shading/Lighting/Rendering

Renderer: Mental Ray

Programs: Maya,Mudbox, and Photoshop



“Dad Song Room” 0:00:26:02

Modeling/Rendering

Renderer: Mental Ray

Programs: Maya

Reference: LAIKA’s “Coraline”

