

# Sherrie Law

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## Demo Reel 2016 - Shot Breakdown

### Jurassic World (2015)

- 1 – 2 • BG environment – shot lighting, digital matte painting and skies.
- 3 • Interior modeling / texturing / lighting.

### Transformers 4: Age of Extinction (2014)

- 1 • Mothership modeling / texturing (collaboration). Shot lighting.
- 2 • BG buildings modeling / texturing (collaboration). Shot lighting.
- 3 • Shattered windows modeling / texturing / lighting. Matte paint exterior.

### Tomorrowland (2015)

- 1 – 3 • Tower shot lighting.
- Tower display monitor modeling / texturing / shader writing and R&D

### Partysaurus Rex (2012)

- 1 – 3 • Character look dev / texturing (*Rubber Duck*)
- R&D procedural bubble shader
- 4 – 7 • Character look dev / texturing (*Animal Soaps, Frog Sponge, Soap Bottle*)
- Shader library R&D for rubber toys

### Cars 2 (2011)

- 1 – 6 • Environment look dev / texturing (*Market building, market stalls, garage*)
- Create procedural shader for stall variations
- 7 – 11 • Environment look dev / texturing (*Car-shaped mountain range, misc. buildings*)
- Create shader library for misc. buildings (*Incl. procedural shaders for roof tiles and brick walls*)
- 12 • Environment texturing (*Arc de Triomphe*)
- 13 • Environment look dev / texturing (*High-rise buildings*)
- Create shader library for high-rise buildings.

### Small Fry (2011)

- 1 • Props look dev / texturing (*fries, food packaging and tray, meal toy*)
- 2 -3 • Environment and props look dev / texturing (*Display Case, Belt Buckle, misc. toys*)
- 4 - 10 • Character look dev / texturing (*Deer, Lizard, Grappling Hook, Pirate, Burger, Monk, CondorMan*)
- Create shader library for character shading

### Jersey Boys (2014)

- 1 • BG crowds look dev
- 2 • BG vehicles look dev