

Sherrie Law

look dev · texture · groom



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Demo Reel 2021 – Shot Breakdown

Lego Movie 2 (2019) - Surfacing Lead for Char and Env

- All shots**
- Led the team to achieve the show's art direction and overcome creative and technical challenges
 - Responsible for building and maintenance of the show's material library
 - Myself and everyone on the team contributed to the Lego texture library
- 1**
- Dusty Lego – key look dev and surfacing
- 2-4**
- 'Water Fabric' – key look dev, surfacing and procedural groom
- 3-4**
- Queen Graphic Face Rig – key look dev and surfacing (collaboration with Rigging and RnD)
- 5-6**
- 'Alien Grass' Fuzzy Blanket – key look dev, surfacing, and procedural groom
- 7-8**
- Spider – groom and look dev
- 9-10**
- Wedding Batman cape – groom, look dev, and surfacing

Tomorrowland (2015) – Env Generalist

- 11-12**
- Parallax Digital Display – OSL shader and look dev
- 12**
- Environment shot lighting

Transformers 4: Age of Extinction (2014) – Env Generalist

- 13**
- Mothership – model, texture, shot lighting, DMP

Jurassic World (2015) – Env Generalist

- 14**
- BG Environment – shot dressing, lighting DMP, Skies

Partysaurus Rex (2012) – Shading Technical Artist

- 15-17**
- Responsible for building and maintenance of the show's material library
 - Bubbles – key look dev
 - Ducky / Frog Sponge – look dev and surfacing

Cars 2 (2011) – Shading TD / Digital Painter

- 18-22**
- Environment look dev and surfacing (market building, stalls, garage, brick and cobblestone buildings) (team collaboration)
 - Contributed to the show's environment material library

Small Fry (2011) – Shading Technical Artist

- 23**
- All props (fries, meal, and toy) – look dev and surfacing
- 24-25**
- Display case, belt buckle, misc. toys – look dev and surfacing
- 26-31**
- Deer, Grappling Hook, Pirate, Burger, Monk, CondorMan – look dev and surfacing
 - Responsible for building and maintenance of show's material library