

Sherrie Law

look dev • texture • groom

Demo Reel 2025 – Shot Breakdown

Ghosted (2023) - Generalist Lead

- All shots**
- Led the generalist team for the work in environments, lighting, and layout
 - Managed a large world/project in Unreal Engine 5. Together with the team, we built the world with USGS survey, lidars, nanite megascans, speedtree, and procedural foliage.
 - Established the creative look and created template setups: Sun & Sky, Procedural Foliage Spawner, master materials and landscape materials

Personal Project: Custom NPR Toon Shader

- All shots**
- Created a custom NPR Toon Shader as a Post Process Material in UE5
 - Used downloaded open source assets as a base. The post process material does all the work in creating the stylized look

DC League of Super-Pets (2022) - Surfacing Lead for Char and Env

- All shots**
- Led the team to achieve the show's stylized look and overcome creative and technical challenges
 - Oversaw the building and maintenance of the show's material library and groom templates
- 1-2**
- Guided the team on the stylized look for Chars & Env. Built associated groom and material templates
- 3-4**
- Procedural Modular City LookDev Build. Dev ocean material and textures
- 5-6**
- Established creative look for stylized vegetation. Built associated materials and houdini templates

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

Madame Web (2024) - Generalist Lead

- All shots**
- Oversaw the generalist team (lighting, layout, DMP) for the Spiders and Web Sequences

X (2023) - Generalist Lead

- All shots**
- Oversaw the generalist team (lighting, layout, DMP) for the Med Ward Sequence
 - Supported the Canada generalist team on other sequences
 - Lighting, Layout and DMP for the Robot, Shattered Glass, and Environment
 - Developed the robot's lighting rig inspired by HAL 9000

Tomorrowland (2015) - Env Generalist

- All shots**
- Parallax Digital Display - OSL shader and look dev
- 2**
- Environment shot lighting

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

- All shots**
- Mothership – model, texture, shot lighting, DMP

Jurassic World (2015) – Env Generalist

- All shots**
- BG Environment – shot dressing, lighting DMP, Skies

Partysaurus Rex (2012) – Shading Technical Artist

- All shots**
- Responsible for building and maintenance of the show's material library
 - Bath Bubbles / Ducky - look dev and surfacing

Cars 2 (2011) – Shading TD / Digital Painter

- All shots**
- Environment look dev and surfacing (team collaboration)
 - Contributed to the show's environment material library

Small Fry (2011) – Shading Technical Artist

- 1**
- All props (fries, meal, and toy) – look dev and surfacing
- 2-3**
- Display case, belt buckle, misc. toys – look dev and surfacing
- 4-7**
- Deer, Grappling Hook, Pirate, Burger, Monk, CondorMan – look dev and surfacing
 - Responsible for building and maintenance of show's material library



