

# Sherrie Law

look dev · texture · groom

## Demo Reel 2026 – Shot Breakdown

### Zootopia 2 (2025) - Character Look Artist

- 1** • Judith - XGen Groom, Look Dev and Texturing
- 2-5** • Lynxley Costumes - Look Dev and Texturing
- 6** • Lizard - XGen Rhinestones, Look Dev and Texturing
- 7** • Music Box - Look Dev and texturing
- 8** • Purses - Look Dev and Texturing
- 9-10** • Crowds Gala Costumes - Elephants and male suits

### 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

### 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

### 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

### 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



