

## Tamir Sapir Demo Reel 2006 Breakdown

Reel includes excerpts from advertisement/short QuietOps™, client Silynx Communications Inc., produced in Iconception Ltd. Team of 3 digital artists worked under my direction and it took 6 month to complete the short (length 4:00 min), while producing other small scale projects.

For convenience purposes, breakdown is not per shot basis, rather applies to all shots in the demo reel.

<b>Task</b>	<b>Software</b>	<b>Brief Explanation</b>
Director		All. Participated in the script forming process, storyboard, cameras and final editing.
Art Director		All. Key visual concepts. Supervised consistency between different scenes and shots throughout the project up to final composites.
Technical Director		All. Overseeing all technical aspects: pipeline, rendering, rigging, shading, software interaction, hardware, problem troubleshooting / solving, setting up and managing renderfarm etc.
Lighting	Maya Mental Ray	All
Shading	Maya Mental Ray	Shaders All; Texturing - I directed and supervised
Compositing	AfterEffects	All. Implemented numerous plug-ins into pipeline: Genarts Sapphire, Furnace, RealvizRetimer, Psunami, Frischluft, Particular, etc.
Modeling	Maya	Characters – All, except shirt, night goggles, gasmask, which I supervised and added final touches, helicopter, M4 rifle. Other locations and props – supervised and art directed.
Rigging Facial Setup	Maya	All. Character (developed special setup that enables artists to switch smoothly between both mocap and key frame animation) Props such as ropes on helicopter, sling on weapons, etc.
Camera/Layout	Maya AfterEffects	All
Mocap/Animation	Maya/MotionBuilder	Supervised, introduced the basics to the team and corrected/fine-tuned.
Matte Painting	Photoshop	All. Backgrounds: different types of sky, landscapes.
Editing	AfterEffects Premiere	All - demoreel. Supervised and directed, edited myself to enhance flow - final movie .
Dynamics/Fluids/Particles	Maya,Realflow,AfterEffects, Psunami,Particular	All. Produced effects both in 3d environment and pseudo 3d environment and integrated into final composites