

Fran Kalal Shot List

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1224 Kinnear Road
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"knit top"

description: (January 2007) Personal project.

responsibilities: using only Maya utility nodes (such as Displacement, Sampler Info, Cloth, Ramps and Conditions) creation of a soft, knit surface.

software: Maya and Mental Ray

credits: model by Shana Burns

"beaded top"

description: (April 2005) Class assignment under the direction of Lisa Connors.

responsibilities: painted color maps, bump map was created by modeling beads and then rendering them and using that render as a repeated texture, the same map is used several times by purposing the output with value remapping nodes, facing angle information is used for diffuse and incandescence

software: Maya, PhotoShop, and Mental Ray

credits: model by Shana Burns

"aged sign"

description: (January 2005) Class assignment under the direction of Travis Price.

responsibilities: I used images of wood grain, peeling, paint, dirt, and concrete as well as painting to create a color, bump, and specular map.

software: Maya, PhotoShop, and Mental Ray

credits: source images by Travis Price

"soft shell turtle"

description: (May 2005) Class assignment under the direction of Lisa Connors.

responsibilities: I painted a color, dirt map, specular map, and bump map. The bump map uses a photograph of elephant skin.

software: Maya, PhotoShop, and Mental Ray

credits: model by Tyler Ayers, elephant skin map found by Matt Bird

"spliced"

description: (December 2006) Group project under the advising of Alan Price

responsibilities: co-set designer. modeling of crib, toy chest, bookshelf, table and stools, rocking horse. surfacing for baby, dna pieces, floor, ceiling, toy chest, rocking horse, amoeba, toys. lead surfacing role; all other surfacers presented work and received my feedback. animation on labeled shots. assistant director; responsible for all members competing and turning in renders for the final composition. Render wrangler; trouble shooting and solving render problems.

software: Maya, PhotoShop, and Mental Ray

credits: modeling by George Gantzer and Steve Conroy. rigging by George Gantzer. animation by Annie Maclean, Francie Buschur and George Gantzer. lighting by Antonio Piazza

"backpack"

description: (April 2005) Group project under the advising of Maria Palazzi

responsibilities: the backpack was modeled at "full stuff" so that it could be rigged and squashed later. using a layered shader, a map transitions between worn and not-as-worn parts of the backpack and sleeping bag.

software: Maya, PhotoShop, and Mental Ray

credits: art direction by Shana Burns

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"stay cool"

description: (June 2006) Group project under the advising of Maria Palazzi

responsibilities: creation of a tool-like, yet, shaded surface to match painted references.

software: Maya, PhotoShop, and Maya Software Renderer

credits: concept art and art direction by Chris Oatley

"lighting to a reference"

description: (May 2006) Class assignment under the direction of Maria Palazzi

responsibilities: lighting to match the colors and mood of reference photos.

software: Maya and Mental Ray

credits: modeling and surfacing by Min Lee

"traditional art"

description: (September 1998 to present) Personal projects

responsibilities: lighting to match the colors and mood of reference photos.

media: traditional photography, PhotoShop, pencil, acrylic paint