alisa loren klein

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Showreel Breakdown - Lighting Reel

Opening Title Screen

Client(s): A.L. Klein

Involvment: Design

Lipton Commercial

Client(s): Lipton Tea, Ring of Fire

Involvment: Lighting and Shader Development

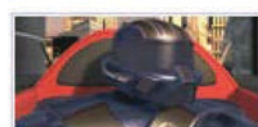Fruit Gushers Comm.

Client(s): General Mills, Ring of Fire

Involvment: Lighting, Texturing and Shader Development

Roswell

Client(s): Liberty Media, Encore Visual Effects

Involvment: Animation, Lighting and Texturing

Legoland Ride Film

Client(s): Legoland, SimEx Digital Studios

Involvment: Animation and Lighting

Conoco Commercial

Client(s): Conoco-Phillips, Inc., Ring of Fire

Involvment: Lighting and Texturing

Interceptor Force

Client(s): Unified Film Organization

Involvment: Animation, Rigging, Lighting and Shader Development

Wrigley Gum Com.

Client(s): Wrigley Gum, Ring of Fire

Involvment: Animation, Lighting and Shader Development

LEGO Racers: The Ride

Client(s): Legoland, SimEx Digital Studios

Involvment: Lighting

Lipton Commercial

Client(s): Lipton Tea, Ring of Fire

Involvment: Lighting and Shader Development
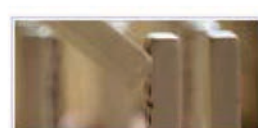

Interceptor Force

Client(s): Unified Film Organization

Involvment: Animation, Rigging, Lighting and Shader Development

Personal Project

Client(s): A. L. Klein

Involvment: Animation, Lighting and Compositing

Rose Red

Client(s): Kleiser Walczak

Involvment: Animation, Shader Development, Lighting and Texturing

Sims Commercial

Client(s): Electronic Arts, Ring of Fire

Involvment: Animation and Lighting

Personal Project

Client(s): A. L. Klein

Involvment: Animation, Rigging, Modeling, Texturing, Shader Development, Lighting and Compositing

True Value Comm.

Client(s): True Value, Duck

Involvment: Animation, Rigging and Lighting

Fruit Gushers Comm.

Client(s): General Mills, Ring of Fire

Involvment: Lighting, Texturing and Shader Development

Python

Client(s): Unified Film Organization

Involvment: Animation, Rigging, Some Modeling, Lighting, Shader Development and Compositing

The Drew Carey Show

Client(s): The Drew Carey Show, Ring of Fire

Involvment: Animation, Texturing, Lighting and Shader Development

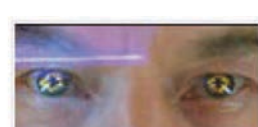The Drew Carey Show

Client(s): The Drew Carey Show, Ring of Fire

Involvment: Animation, Texturing, Lighting and Shader Development

The Drew Carey Show

Client(s): The Drew Carey Show, Ring of Fire

Involvment: Animation, Texturing, Lighting and Shader Development

The One

Client(s): Kleiser Walczak

Involvment: Lighting

XMen Movie

Client(s): 20th Century Fox, Kleiser Walczak

Involvment: Animation, Lighting and Compositing

XBox Commercial

Client(s): Microsoft, Ring of Fire

Involvment: Lighting and Shader Development

XBox Commercial

Client(s): Microsoft, Ring of Fire

Involvment: Lighting and Shader Development

XBox Commercial

Client(s): Microsoft, Ring of Fire

Involvment: Lighting and Shader Development

XBox Commercial

Client(s): Microsoft, Ring of Fire

Involvment: Lighting and Shader Development

Ending Title Screen

Client(s): A.L. Klein

Involvment: Design

Music: "Hardest Geometry Problem In The World" by Mark Mothersbaugh