Mark McKinsey

Shading Reel Breakdown

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1. *Evening Star Princess*
Arnold, Substance Designer/Painter, XGen, MASH, Mudbox, Maya, Marvelous Designer

Responsible for all aspects. Modeling and sculpting was accomplished with Maya and Mudbox. Procedural generation of geometry (beads/orbs) accomplished with MASH. Dress/capelet was constructed in Marvelous Designer. All hair (hair styling, body/glove fur) done using XGen. Sparkle geometry was used with XGen archiving across surface of dress. Based on a concept by Dylan Bonner.

2. *Bathroom Scene*
**Arnold, XGen, Maya, Substance Painter, Mudbox**

Responsible for all aspects. Modeling done in Maya. Debris placed with XGen archiving. All set texturing using Substance Painter. Based on a concept by Armand Serrano for Zootopia.

3. *Cars 3 (Various Prop Shading)*
RenderMan, Paint3D, Photoshop, and Katana

Responsible for shading of hay barrel, engine, anchor, tire, radio, picture frame, and various other set prop pieces. Completed during a Set Shading internship at Pixar Animation Studios. Most props were shaded using a combination of Katana and .ptex maps painted in Paint3D to achieve art directable looks.
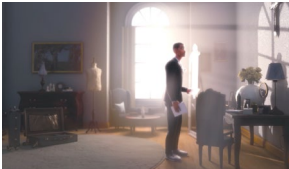
4. *Vows* Senior Film (Character and Prop Shading)
RenderMan, Maya, NukeX, Mudbox, Mari, ZBrush, and Photoshop

Responsible for direction, character shading, prop shading, set finalization, lighting, and compositing. Led a crew of approximately 30 people (from pre production through post) to create a completed short film that went on to be a part of over 30 international film festivals.

5. Prop Turntable
Arnold, Mari, Maya, NukeX, Mudbox, and Photoshop

Responsible for all components. Modeled and shaded based on actual items acquired from a local antique store. Took hi quality photos for texture reference and painting in Mari and Mudbox.

6. Call of Duty: Infinite Warfare Cutscene - Blur Studio (Prop/Set Shading)
**V-Ray and 3DS Max**

Responsible for astroid debris shading and elevator shaft shading. Astroids were shaded using procedural maps for displacement and diffuse. Elevator shaft was shaded through a combination of painted maps and procedural shaders. Completed during internship at Blur Studio.

7. Backyard Blueberries
Maya, RenderMan, and Mudbox

Responsible for shading, lighting, and compositing. Created a random primvar generator program in Python to create different values per object within one RenderMan shader for slight shader differentiation. Blueberries, chair, tray, fork, and fence are almost entirely procedural. Muffin was painted using .ptex maps in Mudbox.
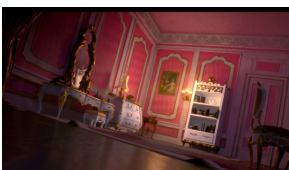
8. Charlotte's Room
RenderMan, Maya, NukeX, Mudbox, and Photoshop

*Responsible for all components, except concept art (from Disney's **The Princess and the Frog**). Set up camera to establish layout, and modeled everything based on the reference. Cloth created using simulations, and maps mostly painted in Mudbox.*