Juia Hong Demo Reel Breakdown

Alice in Wonderland - Body Paint

0:04 Garden Wall - texture maps painting

0:10 Red Queen Car - texture maps painting

0:17 White Queen Castle props - texture maps painting

Fantastic Beasts and where to find them - Mari, Arnold, Maya

0:22 Glass worm – Shading, texture maps painting, Uving

Star Trek Beyond - Mari, Renderman, Maya

0:29 Hand gun – Shading, texture maps painting, Uving

0:40 Space ship interior - Shading, texture maps painting, Uving

Camelot - Bodypaint, In-house Render tool, Maya

0:45 Fortress set extension - Shading, texture maps painting, Uving

Gnomeo and Juliet - Bodypaint, In-house Render tool, Maya

0:50 Character – Look Development, Hair grooming, Shading, texture maps painting, Uving

HOME - Mari, In-house Render tool, Maya

0:59 Paris street - Shading, texture maps painting, Uving

1:07 Paris Hillside - Hair grass grooming, Shading, texture maps painting, Uving

9 - Bodypaint, In-house Render tool, Maya

1:11 Factory - Shading, texture maps painting, Uving

1:17 Library - Shading, texture maps painting, Uving

1:23 Cathedral - Shading, texture maps painting, Uving

1:33 Watch Tower - Shading, texture maps painting, Uving

Overwatch - Mari, Redshift, Maya

1:36 Frosted truck/snow - Shading, texture maps painting

1:41 Frosted helicopter/snow - Shading, texture maps painting

Dragons the nine realms - Mari, Substance Painter, Designer, Vray, Maya

1:46 Character Tom - Look Development, Shading, texture maps painting

Kung Fu Panda the Dragon Knight - Mari, Substance Painter, Designer, Vray, Maya

1:50 Bog set - Look Development, Shading, texture maps painting

Nut Job - Bodypaint, Yeti, Mental ray, Maya

2:00 Character Buddy and Surly - Look Development, Hair grooming, Shading, texture maps painting

Personal project

2:09 Robot – Design, Modelling, Look Development, Shading, texture maps painting,

            Lighting, Compositing