ANDREJ BLOM

SHOT BREAKDOWN

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Harry Potter and the Deathly Hallows: Part 2 – Voldemort
Lighting and rendering CG nose replacement and look developing a long side the compositing supervisor to achieve a high detail look for the hero close-up shots.
Software: Maya, PRman, Nuke, proprietary software

Harry Potter and the Deathly Hallows: Part 2 – Staircase
Lighting and rendering the staircase set extension and full CG staircase shots. We were provided a light rig with a basic ambient setup which we tweaked and improved to create the final render.
Software: Maya, PRman, Nuke, proprietary software

Thor: The Dark World – Jail
I was provided with HDR textures from the light sources used on set. I created a generic light rig based on chrome and grey balls. The light rig was used for the foundation for lighting the interior shots in the 'Asgard' jail sequence. I did not work on the final render.
Software: Maya, PRman, Nuke, proprietary software

Thor: The Dark World – 'Asgard'
Trailer shot which required fast turnaround to meet client notes. I ended up modelling custom props and ornaments along with look developing and dressing both the CG and plate with vines. Lighting and rendering.
Software: Maya, PRman, Nuke, Photoshop, proprietary software

Thor: The Dark World – 'Asgard'
I worked on some of the hero shots of 'Asgard' which consisted of lighting, rendering and making changes to the layout based on client notes. All of these required a lot of troubleshooting and custom solutions due to the complexity and scale of a full CG city.
Software: Maya, PRman, Nuke, proprietary software

Thor: The Dark World – 'Asgard'

I was given the task to create this standalone shot using concept art provided by Marvel. The shot was added close to the final deadline which gave us limited production time. I had access to some low to mid resolution building assets. Using these I remodelled and added hero detail along with creating new buildings from scratch. Matching the layout to the concept and adding in further detail with CG vine and trees. Lighting and rendering.

Software: Maya, PRman, Nuke, proprietary software

World War Z

Lighting and rendering CG rifle along with replacing the front of a speeding truck. I also work with look development on car debris and broken props that was scattered through the show.

Software: Maya, PRman, Nuke, proprietary software

Transcendence – Solar field

I worked on the hero establishing shot and FX shots for the solar field sequence. I received a plate with a few close up solar panels which I used to match the lighting. I also created some of the layout and supplied compositing department with bespoke render passes.

Software: Maya, PRman, Nuke, proprietary software

Transcendence – Robotic arm

Lighting and rendering robotic arm, ferns and experiments in a laboratory environment.

Software: Maya, PRman, Nuke, proprietary software

John Carter – Airships

I was working close with the CG and compositing supervisor to create a look for the airships during night time. I had to supply the compositing department with custom solution and passes depending on each shot and asset.

Software: Maya, PRman, Nuke, proprietary software

John Carter – 'Helium'

I was working on numerous shots rendering full CG environments, crowds, digital doubles and vehicles. All of these shots were tricky since they were set in an interior of a glass palace.

Software: Maya, PRman, Nuke, proprietary software

Samsung – 'Chameleon'

Lighting and rendering.

Software: Maya, Mental ray, Nuke

'Milk Drop Coronet'
Collaboration project with photographer Matthew Booth. I was responsible for the CG workflow and final delivery. Matthew provided us with eight photographs taken simultaneous in an array around the milk drop on set. I used Mari to project and paint a texture, everything was then brought into Maya and lit to match the set lighting. I pre composited all rendered passes in nuke before handing over for final tweaks. Displayed in the White Cube Gallery in London.
Software: Maya, Mental ray, Mari, Nuke, PTGui

Compare The Market
Lighting and rendering along with look developing props for various commercials for 'Compare the Market' franchise.
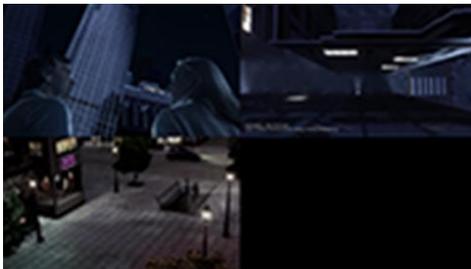**Software:** SoftImage, Mental ray, Nuke, PTGui

Nationwide – 'Fairness'
Responsible for the CG Arm asset which I modelled and rigged based on a prop we received. I worked close with the compositing team and supplied them with a final composited element.
Software: Maya, Mental ray, Nuke, Photoshop

Nationwide – 'Out of the Dark'
I was involved from the start of the production with concept, layout, modelling, texturing, animation, shading, lighting, rendering and pre compositing for final delivery to flame operators.
Software: Maya, Mental ray, Nuke, Photoshop

Volkswagen Passat
I was involved from the start of production with props modelling, texturing, animation, rigging, lighting and rendering.
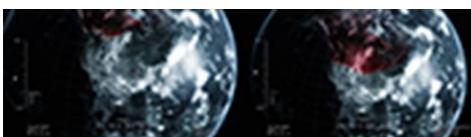**Software:** Maya, Mental ray, Shake, Photoshop

Lego – 'Space Police'
Lighting and rendering most shots in this 30 second commercial.
Software: Maya, Mental ray, Fusion, Photoshop

Battlefield: Bad Company 2
Responsible for all CG assets and supplying the compositing department with relevant passes for this in-game cinematic.
Software: Maya, SoftImage, Mental ray, After Effects, Photoshop