

## **Juia Hong Demo Reel Breakdown**

### **Alice in Wonderland**

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**

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

### **Star Trek Beyond**

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

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

### **Camelot**

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

### **Gnomeo and Juliet**

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

### **HOME**

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

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

### **9**

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**

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

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

## **Dragons the nine realms**

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

## **Kung Fu Panda the Dragon Knight**

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

## **Nut Job**

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