Jeremy Ramirez

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DEMO REEL SHOT BREAKDOWN

BMW - TRANSFORMATION

-Responsible for environment Modeling, Texturing,and Look Development . --

 -Butterfly model, texture and look development.

 -Shot lighting and rendering all lighting passes.

Kelloggs Tony SC

-texture Tony the Tiger and cereal box, lookdev and light and render

SuperCell - Creator Academy
-Responsible for shot lighting and rendering car

-Rendering and providing all lighting passes

Bill and Ted - Face the Music
-environment and phone booth modeling, texturing, lookdev,
- Shot lighting and rendering all lighting passes

Metamucil - Fizzy Broadcast

- Responsible for environment Modeling, Texturing,and Look Development of canister and glass/liquid
- Shot lighting and rendering all lighting passes

EA - APEX Legends Season 2 - Battle Charge

-environment modeling, layout, texturing and lookdev
- Responsible for shot lighting and rendering

Lexus - ASE Broadcast Utility
- lighting and rendering cars/env

Final Fantasy - In the Dark
-environment modeling, texturing, lookdev

- Responsible for shot lighting and rendering

KIA - STINGER SUPER BOWL

- Environment fence/billboards and license plate texture and look development.

 -Shot lighting for license plate and crowd shots. Responsible for all lighting

passes.

NYL - Seasonal Special Delivery
- Hare texturing, lookdev
- Responsible for shot lighting and rendering

Aldi - Christmas - Peaky Blinders
- Responsible for shot lighting and rendering

Final Fantasy - A New Empire
-Environment tower model, texture, lookdev
- Shot Lighting and Rendering

Kelloggs - Fruit Loops

- Tucan Sam and ceral texure, look dev

- Shot lighting and rendering

Cricket Wireless - WWE
- skin and hair texture, lookdev
- Shot Lighting and Rendering

Final Fantasy - Hero Mech

- tank model, texture and lookdev

Lexus - LFZ Reveal
- Shot Lighting and Rendering