# Cristian Spagnuolo
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## Project: *Mobile Strike "Firefight"*

### Duties and Software:
- CG Supervision
- Modeling/Cleanup (starting from scan data)Topogun, Mudbox and Maya
- UV in UV Layout and Maya
- Texturing/Lookdev in Substance Painter
- Shading, Lighting and Rendering in VRay for Maya

### Extra Info:
As CG Supervisor I was involved since the initial steps of the production, to choose, based on the available team and the deadline, the more appropriate workflow and software to use and to propose the best tools and solutions to utilize, to be able to lead the team to deliver the entire project whit the highest quality and in the most efficient way possible. In this case the team was composed by artists based in different part of the world and the entire project was supervised/managed in remote. I've also actively worked on many different phases of the production from modeling, UV, texturing to lookdev, shading, lighting and precomp/comp.

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## Project: *Razer "Ornata Chroma"*

### Duties and Software:
- CG Supervision
- Texturing in Photoshop
- Lighting in HDR Light Studio and VRay
- Shading, Lookdev and Rendering in VRay for Maya

### Extra Info:
As CG Supervisor I was involved since the initial steps of the production, to choose, based on the available team and the deadline, the more appropriate workflow and software to use and to propose the best tools and solutions to utilize, to be able to lead the team to deliver the entire project whit the highest quality and in the most efficient way possible. In this case the team was composed by artists based in different part of the world and the entire project was supervised/managed in remote. I've also actively worked on many different phases of the production from modeling, UV, texturing to lookdev, shading, lighting and precomp/comp.

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## Project: *Driscoll "We're berry sorry"*

### Duties and Software:
- CG Supervision
- Modeling in Maya
- UV in Headus UV Layout and Maya
- Texturing in Mari and Mudbox
- Grooming and Lookdev in Yeti
- Shading, Lighting and Rendering in Arnold for Maya

### Extra Info:
As CG Supervisor I was involved since the initial steps of the production, to choose, based on the available team (part of the team was working in remote) and the deadline, the more appropriate workflow and software to use and to propose the best tool and solution to utilize, to be able to deliver the entire project whit the highest quality and in the most efficient way possible. I've also actively worked on different phases of the production modeling, UV, texturing, lookdev, shading, lighting.

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## Project: *Razer "Blade Stealth"*

### Duties and Software:
- CG Supervision
- Modeling/Cleanup (starting CAD data)Topogun and Maya
- UV in UV Layout and Maya
- Texturing/Lookdev in Substance Painter and Photoshop
- Shading, Lighting and Rendering in VRay for Maya

### Extra Info:
As CG Supervisor I was involved since the initial steps of the production, to choose, based on the available team and the deadline, the more appropriate workflow and software to use and to propose the best tools and solutions to utilize, to be able to lead the team to deliver the entire project whit the highest quality and in the most efficient way possible. In this case the team was composed by artists based in different part of the world and the entire project was supervised/managed in remote. In this project one of the biggest challenge was the seamless integration of the destructions FX done in 3DSmax and Thinking Particle with the internal pipeline based on Maya/Vray. I've also actively worked on many different phases of the production from modeling, UV, texturing to lookdev, shading, lighting and precomp/comp.

*Please have a look at the "Making of" for more info*

## Project: *Paramount Pictures "Office Christmas Party"*

### Duties and Software:

- CG Supervision
- Modeling in Maya and Zbrush
- UV in Headus UV Layout and Maya
- Texturing in Substance Painter and Photoshop
- Shading, Lighting and Rendering in Arnold for Maya

### Extra Info:

I supervised the entire team of artist, leading them to create many set-extension (snow banks, buildings and objects) for different shots. I also actively worked on the shots, checking/refining the tracking (done by an external company), creating the assets, doing the layout of the scenes, the lighting of the shots and the precomp.

## Project: *Razer "Wildcat"*

### Duties and Software:

- UV in Headus UV Layout and Maya
- Modeling (starting from CAD) in Topogun, 3DSMax and Maya
- Texturing in Photoshop
- Lighting in HDR Light Studio and VRay
- Shading and Rendering in VRay for Maya

### Extra Info:

I remodeled the entire gamepad (starting from the CAD data) to produce a polygonal model identical to the original one. I did the UV and later on the texture in Photoshop, following all the specs from the client.
I did the base light setup in HDRLight studio and added the final touches later in Maya.

## Project: *Razer "Deathadder Elite"*

### Duties and Software:

- Modeling/Retopo (starting from CAD and scan) in Maya, Topogun and Mudbox
- UV in Headus UV Layout and Maya
- Texturing in Mudbox and Photoshop
- Shading, Lookdev, Lighting and Rendering in Maya and VRay

### Extra Info:

I remodeled part of the mouse (starting from the CAD data) to produce a polygonal model identical to the original one; I also remodeled/retopoed and detailed the hand (starting from a scan). I did the UV and reprojected the texture in mudbox and finalize them in Photoshop. I also did the shading and the lookdev for the mouse and lighted some of the shots.

## Project: *Volkswagen "People's Car Project"*

### Duties and Software:

- Modeling and Animation in 3DSMax
- HDR Stitching in PT-Gui & Photoshop
- Shading, Lighting and Rendering in 3DSMax and VRay

### Extra Info:

I animated, shaded, lighted and rendered the car (later composited) on real footage.
I also stitched the images to create the HDR, made environment modeling for footage projection, shadows casting and reflection, to achieve the best realistic result possible.
Rendered in 3DSmax and VRay.

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## Project: *Razer "Naga"*

### Duties and Software:
- Modeling (starting from CAD) in Topogun, 3DSMax and Maya
- UV in Headus UV Layout and Maya
- Texturing in Photoshop
- Shading and Rendering in Vray for Maya

### Extra Info:
I remodeled the entire mouse (starting from the CAD data) to produce a polygonal model identical to the original one.
I did the UV and later on the texture in Photoshop, following all the specs from the client.
Shaded in Maya and Vray.

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## Project: *Nokia "Lumia 800"*

### Duties and Software:
- CAD model convertion in Showcasea
- Modeling and Animation in Maya
- Shading, Lighting and Rendering in Maya and MentalRay

### Extra Info:
Starting from the from original Nokia CAD data, I converted and refined the model in Showcase and Maya.
Shaded, lighted, rendered and animated made in Maya and MentalRay using also custom made tools by Framestore.

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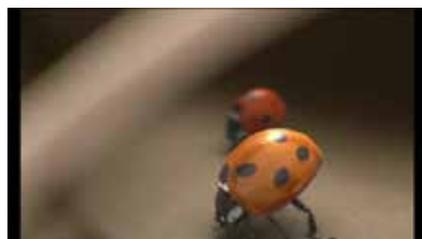
## Project: *Peugeot "207 Clima"*

### Duties and Software:
- On Set Supervision
- Modeling in Maya
- Texturing in Photoshop
- HDRI Stitching in HDR Shop & Photoshop
- Shading, Lighting and Rendering in MentalRay for Maya

### Extra Info:
During the supervision on set I made the pictures, I later used to make the HDRI.
I modelled, textured and shaded the ladybugs, did the camera tracking and I also created the crowd animation using the particle instancing system.
I then created the light setup using the HDRI and some additional lights and I rendered in Maya and MentalRay

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## Project: *Razer "Naga Epic Chroma"*

### Duties and Software:
- Modeling (starting from CAD) in Topogun, 3DSMax and Maya
- UV in Headus UV Layout and Maya
- "Particle System" done in 3DSMax
- Texturing in Photoshop
- Shading and Rendering in Maya and Vray

### Extra Info:
I remodeled the entire mouse (starting from the CAD data) to produce a polygonal model identical to the original one. I did the UV and later on the texture in Photoshop, following all the specs from the client. I also made the R&D and animation of the "Particle Effects" done in 3DSMax. I then shaded and rendered everything in Maya and Vray.

*Please have a look at the "Making of" for more info*

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## Project: *Dyson "V6"*

### Duties and Software:

- Shading, Lighting and Rendering in Maya and Vary
- Compositing in Nuke

### Extra Info:

Starting from the animated model, I created a light setup using different Studio Lights HDRIs combined together in a little and easy to use setup I made.
I shaded and rendered in Maya and Vary (creating all the different passes and masks needed) and I comped, finalized and edited in Nuke.

## Project: *Dyson "360 Eye"*

### Duties and Software:

- Shading, Lighting and Rendering in Maya and Vary
- Compositing in Nuke

### Extra Info:

Starting from the animated model, I created a light setup using different Studio Lights HDRIs combined together in a little and easy to use setup I made.
I shaded and rendered in Maya and Vary (creating all the different passes and masks needed) and I comped and finalized in Nuke.

## Project: *Diesel & Moschino "Fashion Show"*

### Duties and Software:

- Modeling in 3DSMax
- Texturing in Photoshop
- Cloth creation and simulation in Marvelous Designer
- Shading, Lighting and Rendering in 3DSMax and VRay
- Compositing in Nuke editing and final touches in AfterFX

### Extra Info:

Virtual fashion show created for Diesel and Moschino.
Starting from the orginal cloths blueprint, I created and simulaterd the cloth in Marvelous Designer.
I then imported the cached cloth and textured using Photoshop. I then lighted and shaded models and cloth in 3DSMax and Vary.
I did the comp in nuke and later one edited and added final touches in After Effects.

*Please note that every and each of the projects I decided to put in this reel has its own difficulties and challenges and it's basically impossible to describe the detailed peculiarity of all of them in few lines. So if you're interested in knowing more about them, do not hesitate to get in touch with me; I'll be more then happy to explain you all the job hidden in these projects.*

*Thanks*

*Cristian*