



Ting Yang

Lighting Artist

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Demo Reel Breakdown Sheet



RenderMan – Matrix

Spring 2009

I scripted shapes and applied textures in RenderMan scene description (rib). Depth of field was used.



Thesis Character – Milly (in progress)

Fall 2009

Milly is the main character in my thesis project. Subsurface scattering shader was used for her skin.

Responsible For: Shading, texturing, lighting



Milly – Hospital & Graveyard Scenes (in progress)

Spring 2010

I modeled most of the objects in the scenes. The hospital scene is rendered using final gathering in Maya mental ray. The grass in the graveyard scene is created using Maya fur.

Responsible For: Modeling, shading, texturing, lighting

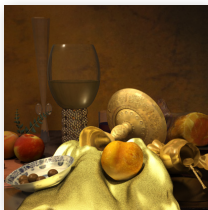


Knock Out – Dodgeball Machine & Roger

Spring 2009

In the collaborative project, “Knock Out”, I was the lighting and texturing lead, as well as the person in charge of the rendering and compositing team. I textured the two main characters: Roger and Dodgeball Machine, which used various textures and shaders including Subsurface Scattering.

Responsible For: Texturing, lighting, compositing



Dutch Still Life

Spring 2010

It is to emulate Willem Claesz Heda’s still life painting. I modelled the objects in the scene, and created different materials and texture maps for them based on the painting. The painting was used as my reference for lighting. Subsurface scattering shaders were used for the meat and fruits.



Renderman – Flame Shader

Spring 2009

I wrote a surface shader for the candle flame, and re-created the lit candle scene in Maya based on my reference footage. The geometry of the flame was animated using lattice deformers.