

George Smaragdis

Shot Breakdown List

All models, rigs, layouts and animations included were created by George Smaragdis, unless noted otherwise.

Byzantine Anatomy

00:00:06-00:00:18

As part of my research in the Digital Arts Laboratory, I collected information from hundreds of iconographies and by averaging the readings, I modeled the median Byzantine anatomy.

Cleptopod

00:00:18-00:00:38

A model I'm working on for a short film, produced by Kickstand Labs.

Scrimshander

00:00:38-00:00:48

Various shots from my thesis, rendered with Mental Ray and composited with eyeon Fusion. Dynamics were achieved with dynamic joint chains.

Ball Nighy

00:00:47-00:00:53

My entry for the CG-Sphere project, modeled after Davy Jones. Also a test bed for Maya translucency.

Dog

00:00:53 -00:00:58

My disdain for intense musculature is usually more potent than this. I had to vent out on a model, so it happened to be this poor thing.

Ben Hur

00:00:58-00:01:02

A photo-grammetry test using the Ben Hur poster. All items were separated using Photoshop. This is a straight render out of Maya, no post-production.

Sticktion

00:01:02-00:01:28

My free version of ILM's Sticktion tool, this will create a "sticky" constraint between any dynamic objects. Flexible and customizable, the constraint can be seen in the Playblast sequence as thin curves connecting the spheres and the colliding surface.

SmarDisplacement

00:01:28-00:01:44

A MEL script that lets you use multiple displacements on one shader, as well as animate their intensity. A bump and normal map version are available too.

Scrimshander

00:01:44-00:02:08

Compositing pipeline for my thesis.