

JOSE GUINEA MONTALVO

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Objective

Technical Director
Shading and rendering

Skills

Programming

C / C++, RSpec, RSL,
MelScript, Python, HTML,
PHP, MySQL

Applications

Autodesk Maya, MentalRay
Pixar's Renderman Studio,
Adobe Photoshop,
Adobe Illustrator,
Adobe Dreamweaver,
Adobe After Effects,
Adobe Premiere

OS

Linux, Mac OSX, Windows

Reel Breakdown

Accumulation system

Autodesk Maya – RSL – python

Plane Surface

The amount of displacement is determined with a depth pass from an orthographic camera aimed up in the Y—direction and baked out at each frame. A python script creates the accumulated value sequence by comparing the value at the previous state with the present frame and selecting the highest value in the comparison. A standard displacement is done using output of the python script

Irregular Surface

Due to the irregular surface and the depth variation on the ground plane, the first method does not work in this case. The amount of displacement is determined by two custom RSL shaders which through message passing, calculate the correct distance value at each frame. The same python script is used to accumulate the sequence as in the case of plane surfaces. A custom displacement is used to apply the accumulated values which are not determined with the surface normal but the Y—axis direction.

Candle - work in progress

Autodesk Maya – MentalRay – Renderman

Realistic candle study with Maya Fluids simulation for the flame. All lighting and shading of the candle is done in Rendman, while the flame is rendered in Mentalray.

Veil

Processing

Interactive system developed in Processing, for an art installation. Two interaction models were tested (direct user input and indirect webcam feed) to collapse the system to a single line. The animation is developed with a particle system and drawing the position on the screen and then drawing on top of this the following position. This creates a “stack” of the images that fade away through time. This method creates the desired ghosting effect and does not need any procedure to draw lines or curves.

LSystem Animation

C++ – Melscript – Autodesk Maya – MentalRay – Adobe Photoshop

Lsystem developed in C++ with data transported into Autodesk Maya to procedurally build the curve structure using MelScript.

RayTracer

C++

Raytracer developed from scratch in C++. Physically—based simulation of a bouncing ball in the scene. Implemented features: glossy reflection, motion blur, ambient occlusion, depth of field, soft shadows, area and volumetric lights.

Shading project - Spybot

Autodesk Maya – MentalRay – Adobe Photoshop

The shading is a hybrid of painted textures, painted masks and procedural elements.

Three related passes with decreasing painted detail.

Surfacing from the Viz Summer Industry course in 2008, a collaboration with DreamWorks Animation
Model by Chris Griffin

Shading project - RoboDog

Autodesk Maya – Renderman (SLIM + Renderman for maya)— Adobe Photoshop

Surfacing from the Viz Summer Industry course in 2009, a collaboration with Disney Animation Studio
Model by Stephanie Strickland

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