

# Abandon | A FX and Lighting Reel by Mukti Krishan and Sachin Shrestha

## SHOT BREAKDOWN SHEET

Software Used : Maya (Modeling/FX/Animation), Photoshop (Texturing), Mental Ray (Rendering), Digital Fusion (Compositing), After Effects (Additional FX Compositing)

### SHOT 1 | Nobody Home



- Modeling by Sachin Shrestha (used Maya Paint Effects for foliage, Bicycle and chair models were free downloads from [www.3dm3.com](http://www.3dm3.com) )
- Texturing by Mukti Krishan (painted textures in Photoshop using some stock photos from [www.mayang.com](http://www.mayang.com) )
- Swing Animation by Mukti Krishan
- BG Sky Matte by Sachin Shrestha (used Photoshop to mix and edit 3 different sky photos)
- Lighting, rendering and compositing by Sachin Shrestha (passes included key pass, final gather pass and occlusion pass for all foreground and background elements)

### SHOT 2 | A Bus Stop



- Modeling by Sachin Shrestha (the trash bin and the bench models were free downloads from [www.archibase.net](http://www.archibase.net) and they were cleaned up and improved in Maya)
- The background plate was provided by [sunshine\\_indoors](http://sunshine_indoors) at [www.flickr.com](http://www.flickr.com)
- Texturing including the snow shader by Mukti Krishan
- Bus Stop sign board animation by Mukti Krishan
- FX by Mukti Krishan (used maya particles with collision effects for rain, maya particle instancer with scripted rotation for fall leaves, maya particles for snow fall)
- Lighting passes included key pass, final gather pass (used as a skylight pass), key light fog pass (for the rain shot), fill passes, ray-traced shadow passes for the original plate, and occlusion pass for contact shadows. Elements were rendered with Mental Ray and composited and colour corrected in Digital Fusion.

### SHOT 3 | Funeral In Varanasi



- Modeling by Sachin Shrestha (the bicycle model was downloaded from [www.3dm3.com](http://www.3dm3.com) and cleaned up and improved in Maya)
- Texturing by Mukti Krishan (stock images were tweaked, edited, painted over and mixed in Photoshop)
- Boat and flower garlands animation by Mukti Krishan
- FX by Mukti Krishan (maya fluids was used for the fire and smoke with additional tweaks and compositing in After Effects, maya dynamics softbody with fields were used for the water simulation and a water shader with greater reflective properties at glancing angles was used to render different reflection passes)
- Lighting passes (key pass, final gather pass, fill pass, interactive pass, occlusion pass and reflection pass) were rendered with Mental Ray and final compositing was achieved in Digital Fusion

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