

Sarah Old Demo Reel Breakdown Sheet



Show: WestWorld **Studio:** CoSA VFX

CG Elements: Eye and surrounding eyelid/ skin and lashes. The burning plane at the head of the shot is plate

Responsibility: Created the lighting and look dev of eye and surrounding skin and



Show: Man in the High Castle **Studio:** Barnstorm VFX

CG Elements: The whole shot is rendered CG

Responsibility: Lighting and rendering of all elements in the shot. Used Houdini and Arnold



Show: Man in the High Castle **Studio:** Barnstorm VFX

CG Elements: Military ships are the only CG elements

Responsibility: Lighting and rendering of the battle ships. Used Houdini and Arnold



Show: Grey's Anatomy **Studio:** Barnstorm VFX

CG Elements: The top of the child's head is replaced with CG head

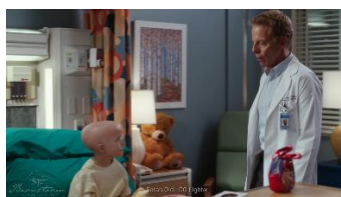
Responsibility: Lighting and rendering of the CG head. Used Houdini and Arnold



Show: Strange Angel **Studio:** Barnstorm VFX

CG Elements: The destroyed foreground building on screen right. The background is matte painting

Responsibility: Lighting and rendering of the destroyed building. Used Houdini and Arnold



Show: Grey's Anatomy **Studio:** Barnstorm VFX

CG Elements: The top of the child's head is replaced with CG head

Responsibility: Lighting and rendering of the CG head. Used Houdini and Arnold



Show: The Orville **Studio:** CoSA VFX

CG Elements: The Orville ship

Responsibility: Lighting and rendering of the Orville ship. Used Maya and Redshift



Show: Strange Angel **Studio:** Barnstorm VFX

CG Elements: The flag on the ship and the buildings on screen right are all CG

Responsibility: Lighting and rendering of the buildings on screen right in addition to the flag on the boat screen left. Used Houdini and Arnold



Show: Gotham (Emmy winning shot) **Studio:** CoSA VFX

CG Elements: The foreground building and water tower are all CG elements. The background is matte painting

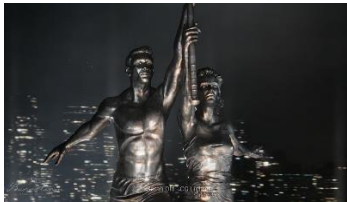
Responsibility: Look development of the water tower and interiors of the building. Helped develop a lighting set up for final render. Maya and Redshift



Show: Man in the High Castle **Studio:** Barnstorm VFX

CG Elements: The statue and island below are CG including beams of light

Responsibility: Lighting and rendering of the statue, beams of light, and other elements on the island. Used Houdini and Arnold



Show: Man in the High Castle **Studio:** Barnstorm VFX

CG Elements: The foreground statue including beams of light

Responsibility: Lighting and rendering of the large foreground statue and beams of light. Used Houdini and Arnold



Show: Man in the High Castle **Studio:** Barnstorm VFX

CG Elements: The train tracks above the pillars and explosion (including fire and smoke)

Responsibility: Lighting and rendering of the train tracks above the pillars. Used Houdini and Arnold



Show: Man in the High Castle **Studio:** Barnstorm VFX

CG Elements: The train tracks, pillars, train, and FX elements including smoke and debris from track

Responsibility: Lighting and rendering of train track and pillars as well as the train. Used Houdini and Arnold



Show: Man in the High Castle **Studio:** Barnstorm VFX

CG Elements: The train tracks, pillars, train (including debris), and FX elements including smoke and snow.

Responsibility: Lighting and rendering of train track and pillars as well as the train (including debris). Used Houdini and Arnold



Show: Man in the High Castle **Studio:** Barnstorm VFX

CG Elements: The train tracks, pillars, train (including debris), and FX elements including smoke, sparks, and snow.

Responsibility: Lighting and rendering of train track and pillars as well as the train (including debris). Used Houdini and Arnold



Show: Man in the High Castle **Studio:** Barnstorm VFX

CG Elements: The train tracks, pillars, train

Responsibility: Lighting and rendering of train track and pillars as well as the train (excluding muzzle flash). Used Houdini and Arnold



Show: Lucifer **Studio:** CoSA VFX

CG Elements: Bloody angel wings

Responsibility: Lighting and rendering of bloody angel wings. Used Maya and Redshift



Show: Lucifer **Studio:** CoSA VFX

CG Elements: Bloody angel wings

Responsibility: Lighting and rendering of bloody angel wings. Used Maya and Redshift



Show: WestWorld **Studio:** CoSA VFX

CG Elements: Water with reflection and city in background (matte painting)

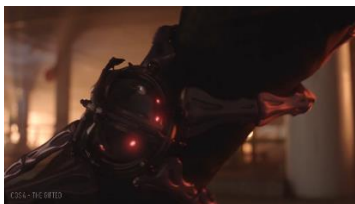
Responsibility: Look development, lighting, and rendering of the moving water with the reflection of the city. Used Maya and Redshift



Show: Lucifer **Studio:** CoSA VFX

CG Elements: Bloody angel wings

Responsibility: Lighting and rendering of bloody angel wings. Used Maya and Redshift



Show: The Gifted **Studio:** CoSA VFX

CG Elements: The spider-like robot

Responsibility: Look development of the robot as well as lighting and rendering of the robot. Used Maya and Redshift



Show: Marvel's Agents of Shield

Studio: CoSA VFX

CG Elements: Claw and chains

Responsibility: Lighting and rendering of the claw and chains. Used Maya and Redshift



Show: The Gifted

Studio: CoSA VFX

CG Elements: The spider-like robot

Responsibility: Look development of the robot as well as lighting and rendering of the robot. Used Maya and Redshift

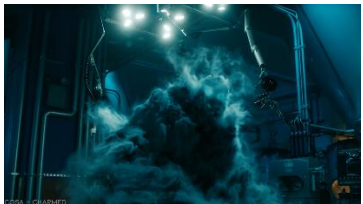


Show: Gotham

Studio: CoSA VFX

CG Elements: The foreground and midground buildings. The background is matte painting

Responsibility: Modeled, textured the church building at the end of shot on screen left. Did layout, animation, and lighting of the train moving through the midground of the shot. The other buildings in the foreground and midground are all utilizing projected textures. Used Maya and Redshift



Show: Charmed

Studio: CoSA VFX

CG Elements: The smoke monster with glowing eyes

Responsibility: Lighting and rendering of the smoke monster. Used Houdini and Redshift