

# Justin David Wilcott

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## Demo Reel Breakdown

**1. Night Shift:** (June 2009) Five person group project; I designed, modeled, and textured the office and janitor's cart. I also created the particle effects, broken monitor, and screen saver. I animated a few shots, like when the janitor walks up to the desk and when he is surprised by the falling monitor. I lit and rendered the shot where the camera pans over the broken monitor and the shot where the janitor picks up the pixels. I used traditional lighting techniques and RenderMan for Maya. Most of my 3D work was done in Maya and all the compositing was done in Nuke. I wrote the story and pitched the idea to the team, six months later we presented the animation at our senior show at Drexel University. To see the whole short, check out [www.justinwilcott.com](http://www.justinwilcott.com).

**2. Ostrich Farm:** (December 2010) solo project; I used Massive to give each ostrich and piston a little decision making power. Basically, the pistons are triggered when an ostrich is approaching (though I did add a little variance so a few lucky ones still get through). If an ostrich sees the piston in front of them, it will try to run around it. I used Maya to model, rig, and animate the ostriches. Mudbox to sculpt the ostriches (add bolts and scratches). Houdini to set up the scene and read in the procedural geometry from Massive. I wrote a few shaders with RSL to grab texture maps and generate procedural noise. Finally I used RenderMan Studio to render everything out and Nuke to put it all together.

**3. Lifetime:** (June 2008) group project; I did all the cloth simulation for the Lifetime rebrand while interning at Roger LA from April to September in 2008. I used Maya's nCloth to set up simulation rigs and MentalRay to render.