

Gregory McKneally Showreel 2014

Shot Breakdown:

Totem Animated Short Film

Direction, Animation (Maya), Lighting/Shading (Vray), Compositing (Nuke).



Pearls & Popcorn Commercial - 'Gene Kelly'

CG Supervisor and Lighting TD/ Compositor

(Animagine Studios). Responsible for supervising & bringing together all the work from the modelling, motion capture, animation and cloth teams - creating camera animation/layout - creating shaders, lighting, rendering (Vray) and compositing (Nuke). For 5 x 30 second commercials.



'Age Of Stupid' Feature Film

VFX Supervisor & Lead 3D Artist / Compositor

(Passion Pictures / Spanner Films)

Responsible for leading several small teams of animators to create a large number of sequences in varying styles. Shot design, Cameras, Lighting, Rendering and Compositing. (Mental Ray/ After Effects/ Shake).



HTC Beats Commercial

Lead 3D Artist, Compositor (Nice Biscuits).

Responsible for creating fur/hair systems, tracking/matchmoving to live action footage, lighting to match the live action source, fur/hair animation / shading, rendering (Maya/Mental Ray) & compositing (Nuke).



'Little Mix 'DNA' (Music Video)

Lead 3D Artist (Nice Biscuits / Colonel Blimp)

Responsible for 3D tracking greenscreen material, and creating a series of 4 digital environments for 23 shots: a city downtown, a slum, a forest and a cornfield. Matching and enhancing on-set lighting, and creating a Noir-inspired look. (Maya / Nuke)



Nissan Micra 'Launch' - Cinema Commercial

CG Supervisor & Lead Compositor

(Bose Collins)

Responsible for leading, supervising & bringing together work from the modelling & animation teams (Max/Maya), creating camera animation, lighting/shading, rendering (Mental Ray) & compositing (Nuke).



gmckneally@gmail.com
+44 (0)776 340 7571

West Quay - Commercial (Nice Biscuits)

VFX Supervisor / CG Lead (Maya), Lead Compositor (Nuke).
Responsible for on-set supervision, tracking, lighting, animation and compositing. Designed and implemented a system for tracking the pattern of logos onto a moving dress.



Son of the Sun - Animated Short Film (VFX Concept)

Director / 3D Artist / Compositor
(Gumboots Media)

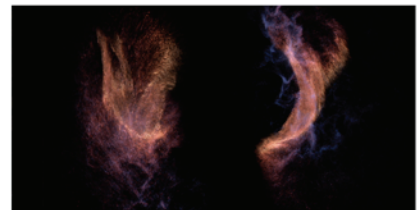
Particle animation, Lighting/Shading, Matchmoving & Rendering for visual effects concept film (Maya / Matchmover / After Effects).



FedEx (Olympics Campaign)

Lead 3D Artist / Lead Compositor
(Pixelkitchen)

Responsible for designing a method for taking greenscreen footage of athletes and transforming the movements into directable particle simulations. (Maya / After Effects / Nuke).



Exodus X 10K Resolution Still for Exhibition
(Art Mosh Paris / London / Berlin)

3D Artist, Compositor
(Bose Collins)

Character design, modeling, creating fur/feather systems, lighting/shading/texturing, rendering (Maya / Mental Ray) & compositing (Photoshop)



Virgin Media (Commercial Pitch)

Designer / 3D Artist / Compositor (Nice Biscuits)
Created as a pitch with Nice Biscuits for Virgin. Responsible for all lighting, animation & compositing. (Maya / Mental Ray, Nuke).



Nissan Micra 'Interior' - Cinema Commercial

CG Supervisor & Lead Animator, Lead Compositor
(Bose Collins)

Responsible for supervising & bringing together work from the modelling team, creating photoreal shading and texturing for a pre-release car based on samples, animating text and cameras, rendering (Mental Ray) & compositing (Nuke).



Sky Atlantic UK Launch Commercial

Senior 3D Artist / Compositor

(DAD TV)

Responsible for supervising the modelling team, creating camera and object animation, lighting/shading (Maya), rendering (Mental Ray) & compositing (After Effects).

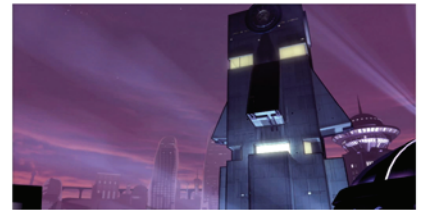


In Your Eyes Animated Short Film

Director / Lead 3D Artist / Lead Compositor (Gumboots Media)

Led a team of character animators and modellers to create an animated short commissioned by the NHS.

Art Direction, Cameras, Animation, Textures, Matte Paintings, Toon Shaders, Rendering (Maya / Mental Ray) & Compositing (After Effects)



Elevator Suite - The Wheel Music Video

Director / 3D Artist / Compositor

(Pure Mint Recordings / Gumboots Media)

Direction, animation, on-set lighting, editing & compositing (Maya / Final Cut / After Effects).

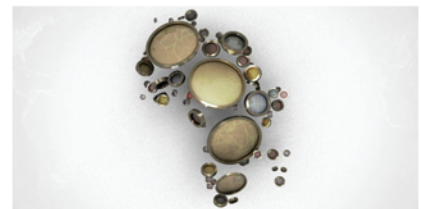


Theory X Ident Design & Animation

Director / 3D Artist / Compositor

(Gumboots Media)

Responsible for design, modeling, animation, lighting/shading, rendering & compositing (Maya / Mental Ray / After Effects).

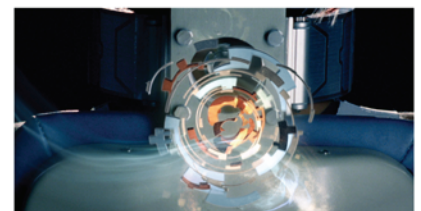


Capcom 'Remember Me' - (Trailer)

Lead 3D Artist / Compositor

(Nice Biscuits / Capcom)

Responsible for developing concept art, animation and creating final CG and composites for a live-action game trailer. (Maya / Nuke)



Cymatics - 'Emanance' Video Installation

Director / Animation (Maya), **Compositing** (After Effects).

Part of a series of 10 video installations about the interaction of sound and matter (Cymatics).

