

STEPHEN WITHERS
VISUAL EFFECTS ARTIST 

STEVE.WITHERS@GMAIL.COM

SWITHDRAWN.COM

203.927.6731

COMPOSITING DEMO REEL BREAKDOWN

00:00:07:00 - DECKTECHS (TRAILER) - 2009

Modeling, texturing, lighting, compositing. Directed, photographed and edited live action plates, compositing actors into digital sets for over 40 shots. Developed a fully controllable spark rig in Maya to assist with generating spark and smoke elements.

00:00:39:00 - EXTINCTION (SHORT FILM) - 2010

Compositing, visual effects supervision. Worked with special effects supervisor to photograph and integrate miniature smoke elements into several live action backgrounds. Short film "Extinction" directed by Kevin McCarey.

00:00:56:00 - SPEAK AND MAY THE PLAGUE TAKE YOU (SHORT FILM) - 2010

Visual effects supervision, compositing, modeling, texturing, dynamics. Responsible for surreal "dream sequence" visuals. In addition to compositing, developed an extensive fracture simulation in Houdini for a giant hourglass. Film directed by Cody Duckworth.

00:01:19:00 - EXTINCTION (SHORT FILM, CONT'D.) - 2010

Visual effects supervision, compositing. Composited over a dozen greenscreen plates into live action backgrounds, adding a day-for-night effect.

00:01:37:00 - TRANSFORMATIONS (DIGITAL FINE ART, 30x15") - 2008

Concept, modeling, texturing, lighting. Conceptual piece depicting the progression of military aviation. Assets modeled and rendered in Lightwave based on a real-life previsualization created using pieces of aircraft model kits.

00:01:49:00 - DUTCH STILL LIFE (DIGITAL FINE ART, 24x18") - 2009-2010

Concept, modeling, texturing, lighting. Created a representation of a traditional Dutch still life painting using Maya and Mental Ray. Worked with complex Mental Ray shaders for sub-surface scattering, silk fabric and other effects. Subsequently converted the entire scene to Renderman shaders using Slim while maintaining the same aesthetics. This work was featured in a paper called "Non-photorealistic, depth-based image editing" published in the international journal "Computers and Graphics" by Elsevier.