



STEVE.WITHERS@GMAIL.COM 203.927.6731 WWW.SWITHDRAWN.COM

DEMO REEL BREAKDOWN

00:00:05

"Bonfire" Bees

Stephen Withers: Rig, Animation, Compositing.

Autodesk Maya, Shake

For this freelance project, I produced and composited bee elements for several live action shots, developing a rig in Maya to simulate bee behavior.

00:00:20 - 00:00:28

Assorted Shots from "Eclipse of Fear"

Stephen Withers: Concept, Modeling, Texturing, Lighting, Compositing

Newtek Lightwave 3D, Side Effects Houdini, Adobe After Effects

00:00:30

Custom Spark Rig

Stephen Withers

Autodesk Maya

I developed this dynamics rig in Maya to make the creation of complex particle and smoke elements much simpler. Custom controls include direction, spark/smoke multipliers, reaction light controls, and controls for separate "clumps" of sparks and smoke that jet out.

00:00:38

Assorted shots from "Decktechs"

Stephen Withers: Set concepts, Modeling, Texturing, Lighting, Compositing, Live Action Photography

Newtek Lightwave 3D, Autodesk Maya, Shake

I built the digital cockpit set in Lightwave and converted the model to Maya where spark/smoke elements were generated using the aforementioned dynamics rig. The converted set and dynamic elements were rendered out in Mental Ray.

00:00:50

Attack Sub Interior Composite

Stephen Withers: Concept, Modeling, Texturing, Lighting, Live action photography, Compositing

Newtek Lightwave 3D, Adobe After Effects

Another shot from the film "Eclipse of Fear". This was done in High School.

00:00:55

Digital Sets from "Decktechs"

Stephen Withers: Set Concepts, Modeling, Texturing, Lighting

Newtek Lightwave 3D, Autodesk Maya

These sets were both built in Lightwave, the first set being converted to Maya and subsequently rendered in Mental Ray.

00:01:10

"Transformations" Digital Fine Art Print

Stephen Withers: Concept, Modeling, Texturing, Lighting, Rendering, Post Production Work

Newtek Lightwave 3D

This project is a 30x15 inch print. Entirely modeled and rendered in Lightwave, the piece depicts the progression of military aviation (from right to left).