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Environment Reel 2023 Shot Breakdown

Devotion

00:03 : I've done the scattering of volumetric clouds in the foreground to add parallax with the mountain and to make the shot look more realistic using Clarisse.

00:15 and 00:56 : Along with my teammates, I've done cloud scattering in Clarisse iFX throughout many shots for shot finishing and consistency, and setup renders.

Underwater

00:18 : I worked on props (model, UVs, textures, lookdev), set dressed them on the ground we sculpted together and did some lighting around the Roebuck station with my little team for the establishing shot of this environment.

01:32 : I did the camera animation for this shot, and I modeled, UVed, textured, lookdev'd and set dress assets like lights and cables for examples, and I did lighting and rendering using Maya, Mari, Nuke, Katana, Renderman.

Jumanji: The Next Level

00:09 : I did stunt mattress removal, ground digital matte painting and camera projection setup on 3D geometry, animated shadow using Photoshop and Nuke.

01:13 : I've modeled, textured and shaded 3D assets for the oasis including carts, barrels, buildings, cloths on rooftops, gate using Maya, Substance Painter and Arnold.

Dolittle

00:06 : I was responsible for the vegetation scattering, lookdev and lighting for the whole TR sequence using Maya, Katana and Renderman.

01:10 : I did a digital matte painting of branches that I projected on the building geometry and I rotopainted elements that were in the way of the 3D animated ostrich.

Zombieland: Double Tap

01:20 : I modeled, UVed, textured (not all) and shaded the building on the right and assets on its rooftop, tweaked the tower rooftop assets, did a digital matte painting on the ground to add dirt on the skatepark using Maya, Nuke, Substance Painter, Photoshop and Arnold.

01:05 : I did the scattering of the trees in Clarisse in collaboration with a teammate, and I did the digital matte painting of the grass using Photoshop and Nuke.

Shazam! Fury of the Gods

00:29 : I did some lighting to set the mood of the labyrinth using Clarisse.

00:35 : I did modelling of car pieces and layout them for the full 3D shots like this one in the sequence.

00:51 : I was responsible, early on, for the sky projection setup in Nuke for this sequence and I did a digital matte painting of buildings on the right and removed others from the plate using Nuke and Photoshop.

01:45 : I did the first pass of digital matte painting of the school's courtyard and the camera projection setup using Nuke and Photoshop.

Sonic the Hedgehog 2

00:40 : I've modeled the pieces of the ceiling inside of Eggman's mecha, the villain of the movie played by Jim Carrey and placed in the environment.

I Know What You Did Last Summer Season 01 Episode 01

00:47 : Digital Matte Painting, Camera Projection Setup and Slap Comp of carved names on the cave's wall using Nuke and Photoshop

L'inhumain

00:57 : Digital Matte Painting, of dirty window glass, frame and back wall in Photoshop, Camera Projection Setup and Slap Comp in Nuke

Maleficent : Mistress of Evil

01:46 : Early Assembly of the Ulstead Castle with a coworker using Maya and the ModelHierarchyManager at MPC, it was basically an environment layout job.