



AMANDA SKEITH

LIGHTING, LOOK DEV, & COMPOSITING

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REEL BREAKDOWN



"High Jewelry" - Maya, Redshift, Photoshop, After Effects

Work from David Yurman. Left: Responsible for lighting and shading reworking, and compositing. Center: Responsible for animation, lighting, shading, and compositing. Right: Responsible for animation (excluding 2D gem overlays), lighting, shading, and compositing.



"Petrvs" - Maya, Blender, Redshift, Substance Painter, Photoshop, After Effects

Work from David Yurman. Responsible for animation, lighting, shading, texturing, and compositing.



"Test Maps: Garage" - Proprietary Tools

Work from my Raven Software Internship, Summer 2022. Responsible for lighting, reflection setup, atmosphere, exposure, and color grading. Environment work by Jack Tenda. Not for download or distribution without prior written approval from Activision. Reference from Antoine Boutin on ArtStation.



"Test Maps: Stairwell" - Proprietary Tools

Work from my Raven Software Internship, Summer 2022. Responsible for lighting, reflection setup, atmosphere, exposure, and color grading. Environment work by Ella Countess. Not for download or distribution without prior written approval from Activision. Reference from Wan Bao on ArtStation.



"Autumn Landscape" - Maya, Arnold, Photoshop, Nuke

Responsible for layout, lighting, look development, and compositing. Assets from CG Trader/Quixel. Textures (with adjustments) from Quixel. Set extension images from Unsplash. HDRIs from Polyhaven. Inspiration from paintings by Claude Lorrain and Jasper Francis Cropsey. Further research and inspiration from various sources. Reference from Unsplash, Getty Images, and various sources.



"Provence" - Maya, Arnold, Substance Painter, Photoshop, Nuke

Responsible for all aspects except models (from Turbosquid/CG Trader) and stone textures (with adjustments) from Quixel. HDRI by Andreas Mischok on HDRIHaven. Reference images from Getty Images, Unsplash, Google, and Alamy.



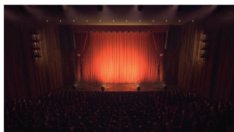
"Visit Savannah" - Maya, Arnold, Substance Designer and Painter, Photoshop, Nuke

Responsible for all aspects. HDRI from Polyhaven. Additional reference from Unsplash and Pexels.



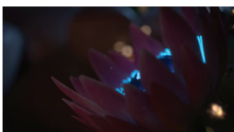
"Knights" - Maya, Arnold, Nuke, Photoshop

Responsible for photography, lighting, look development, and compositing. Character, rig, and animation with UVs and (modified) textures from Mixamo. Look development references from Unsplash.



"Be There" - Maya, Arnold, Houdini, Mantra, Nuke

Responsible for master and shot lighting, and compositing. Additional credits: Director: Rachael Britton. Lighting inspiration from Black Swan (2010), Matthew Libatique. Reference images from Unsplash, Pexels, iStock, The Art of VFX, Film-Grab, and Pinterest. Worked as lighting supervisor for the lighting team on "Be There", a SCAD student thesis film.



"Fantastical Plant" - Maya, Arnold, Substance Painter, Photoshop, Nuke

Responsible for all aspects except flower models from CG Trader. HDRI by Andreas Mischok on HDRIHaven. Reference images from Film-Grab, Getty Images, Unsplash, and Pexels. Glow created in compositing using Stuart Lashley's exponential glow gizmo. Inspiration from Avatar (2009), Mauro Fiore.