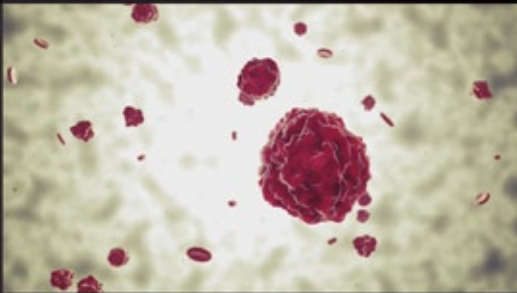


# Josh Burton

## Demo Reel Breakdown



A personal project to create a realistic lightbulb and lighting effects. Using Maya, Mental Ray, and After Effects. Responsible for all aspects.



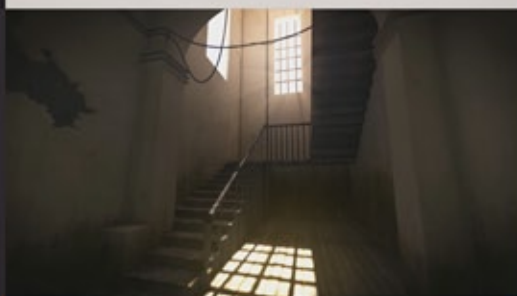
A personal project to learn Blender. Testing out lighting, shading, and particle systems. Responsible for all aspects.



A personal project to create a automotive studio lighting setup. Using Maya, Mental Ray and After Effects. Responsible for all aspects.



A personal project to create a product studio lighting setup. Using Maya Mental Ray, and After Effects. Responsible for all aspects.



A personal project to experiment with atmospheric lighting using Global Illumination. Using Maya, Mental Ray, and After Effects. Model from CGTalk Lighting Challenge. Responsible for all other aspects.



Various shots from the show Lil' Larrikins, which I worked on while at Ettamogah Entertainment. Using Maya. Responsible for lighting.