

Paul DiPierro

Demo Reel Breakdown

The following list is a shot by shot explanation of what I was responsible for on this reel. For shots that simply say "everything," I was responsible for everything on screen, unless otherwise noted. Many shots also include a short description of the software or techniques involved.

Opening Titles

- Everything.

#1 - Littlest Pet Shop

- I am responsible for the cameras, layout, lighting, shading, set modeling/mapping, editing, and compositing.
- I also managed the production and rendering pipeline, and I directed a team of character animators and other artists.

#2 - Terminator

- Mocap integration; character animation; character setup; shading
- Managed the production and rendering pipeline
- In the second shot, I am responsible for the camera work, compositing, and modeling/mapping/shading of the set and props.

#3 - Football Helmet

- Everything.

#4 - Elephants

- Everything. This is an excerpt from my most recent short film, created in Maya and After Effects.

#5 - Spider Robot

- Everything. I created the robot in Maya and composited it against the live action background in After Effects.

#6 - Speed Racer

- Rigging all of the vehicles and characters
- Mapping/UV/Shading on all of the vehicles, plus modeling of the detail work around the wheels, cockpits, and other moving parts
- Lighting/Shading the set
- Managed the production and rendering pipeline

#7 - Spiderman

- Character setup and character animation

#8 - Guitar

- Everything.

#9 - Truck Destruction

- I shaded and rigged the truck, modeled the blend shapes, created alternate texture maps for the destruction, animated the effect, applied lighting, and rendered the scene.

#10 - Mt. Olympus

- Everything.

#11 - Ivy Film Festival

- Everything, except for the original poster design. In 2007, I was asked by the Ivy Film Festival to create an animated bumper to play in between films. I created a studio style fly-through based on their publicity posters. I created the project in After Effects.

#12 - Pumpkin

- Everything. I created the pumpkin in Maya and the rest of the scene in Photoshop and After Effects.

#13 - SWAT Team Shootout

- Modeled and mapped portions of the set
- Character setup and (in the second shot) character animation
- Facial modeling and mapping
- Gun and bullet effects
- Managed the production and rendering pipeline

#14 - It's the Law

- Everything.

#15 - Pumpkin

- Everything.

16 - Crocodile and Frogs

- Character setup; shading; water effects
- Managed the production and rendering pipeline

#17 - Talking Truck

- Character setup; mapping; shading; lighting; cameras
- Character animation (except for the first shot)

#18 - Robots Building Robots

- Everything.

Closing Titles

- Everything.