# Jeremy Eliosoff VFX Demo Reel
Shot Breakdown

0:08
Employer: The Moving Picture Company
Project: Xmen Days of Future Past (feature film)
Procedural sun-surface solar flare volumetric shader
Rock sentinel surface + displacement shader

0:33
Employer: The Moving Picture Company
Project: Watchmen (feature film)
Self-illuminating procedural city lights shader
Glass, blood, brushed metal, cape, snow shaders
"Snapshot" system for projecting textures on fluid (water)
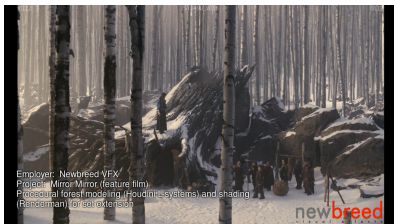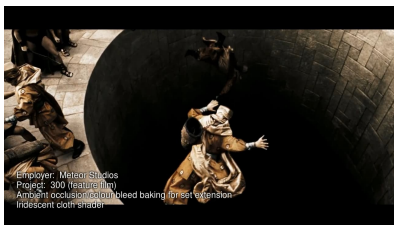

1:04
Employer: Newbreed VFX
Project: Mirror Mirror (feature film)
Procedural forest modeling (Houdini L-systems) and shading
(Renderman) for set extension

1:11
Employer: Newbreed VFX
Project: LG (advertisement)
All shaders for washer and flying metal thing
(glass, brushed metal, etc)

1:13
Employer: Meteor Studios
Project: 300 (feature film)
Ambient occlusion/colour bleed baking for set extension
Iridescent cloth shader

1:21
Employer: Meteor Studios
Project: Journey to the Center of the Earth (feature film)
Ambient occlusion/colour bleed baking, dino drool

1:28
Employer: Meteor Studios

Project: Final Destination 3 (feature film)
Procedural grime on roller-coaster tracks

1:36
Employer: Meteor Studios
Project: Fantastic Four (feature film)
Rust metal, asphalt, car shaders
Fake-raytrace refraction system

1:43
Employer: c. o. r. e. Feature Animation
Project: The Wild (feature film)
Eye shader with procedural iris texture, fake refraction,
fake caustics