

# Michael Listo

## CG Generalist Shot Breakdown

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**Shots 1-4:** “Dark Betrayal” Senior film. All aspects except armor and weapon textures, church pews, altar, head model. Characters modeled in 3ds Max, rigged in Maya. Cave environment modeled in Houdini and Maya. Learned Substance Designer to texture Cave. Character head textured with Mudbox and Photoshop. Face rig done in Maya. All animation done with motion capture, cleaned in Vicon Blade and MotionBuilder. Shaded and Rendered with Houdini Mantra. Composited in Nuke, with minor additions in After Effects.



**Shot 5:** Learned Pyro simulation in Houdini. Used particle-based sourcing method that uses Attribute VOP to create density from sourced particles, and doesn't use pyro solver Combustion model. Created custom VOP shader for flame and smoke.



**Shot 6:** “Epoch”. Photoreal environment group project with DreamWorks Animation mentorship. Modeled corner blocks. Performed simple RBD sims in Houdini for more realistic block placement. Textured blocks, arches, and pillars with Substance Designer. Textured moss. Rendered in Arnold in Maya.