

# NICOLE RAGER

## Lighting Reel Breakdown [vimeo.com/nicolerager](https://vimeo.com/nicolerager)

### 1. Train Scene - "Overcast"



Maya, RenderMan, Nuke, Substance Painter, Marvelous Designer, Xgen

I developed this set as a way to do lighting exercises, since I could not find any ready-made scenes that inspired me. I started with the free rig "Ruby," by Amine Kefi. I created textures in Substance Painter, modeled the clothes in Marvelous Designer, and groomed the hair with Xgen. I then modeled and shaded the train car and outside environment after settling on a camera angle to optimize the scene size. The lighting is kept simple, with a soft rect light as the key, dome light, and a few bounce/fills. AOVs per light were individually composited in Nuke for maximum control over the final look.

### 2. Train Scene - "Spring Day"



Maya, RenderMan, Nuke, Substance Painter, Marvelous Designer, Xgen

Using the same set as above I changed the composition slightly and did a sunny day lighting exercise heavily inspired by a photograph I found online. The light rig consists of two distant lights- a 'sun' and 'sunsoft' for light wrap- as the key. The rest consists of the dome light as the main fill and additional bounces for the character. Dust motes were created with Maya's MASH, and together with a volume fog pass, really tie the look together.

### 3. Lighting match - "Candle light"



Maya, RenderMan, Nuke, Substance Painter, Marvelous Designer, Xgen

To make sure my lighting examples are well-rounded, my final exercise was a close-up character shot in low light match-to-reference. My goal was to match the reference as closely as possible, but also to use my own artistic liberties in the color grading for the final look. I chose to have the lighting be softer and less saturated to give the feeling of being lit by lantern/candle light in a forest. The rig consists of rect light as the key, a bounce light, a specular kick light, a strong rim, and subtle dome fill.

### 4. Pixar Undergraduate Program Final Project



Katana, Nuke, RenderMan

For my final project as a PUP, I chose to re-light a shot from the short *The Blue Umbrella*. Since the short had wrapped a year prior, I had the challenge of working with old files inside a developer version of Katana. With no experience in the program it was a challenge to complete in less than 10 days. I removed the original master/shot lighting and chose to change time-of-day to "golden hour." I then built a Nuke comp to fit the new look, working with some proprietary plugins. Although not everything worked out as expected, my main goal was to challenge myself to learn new software, so I am proud of what I was able to accomplish.

Mentors: Farhez Rayani, Jeremy Vickery

### 5. Pixar Undergraduate Program Group Project



Maya, Slim, Presto, Mudbox, Lumos, Pixar proprietary tools, RenderMan

My team had 6 days to come up with an environment that would tell a story. I was responsible for the initial concept: a vintage train cabin with strong colors inspired by *The Darjeeling Limited*. Other responsibilities included look development and master/shot lighting. I made sure that the shading and modelling was cohesive and fit the concept. Specific modelling contributions: table lamp, lipstick. Specific shading contributions: suitcases, suitcase rack, hat, table lamp, lipstick, magazine, teacup.

Mentors: Fran Kalal, Andrew Dayton