

# Marlon Perez: Demo Reel Breakdown

- Droid X: Metallic shell Animation and Shader Look Dev
- Fast & Furious: 3D tracking of CG Car and Camera
- Mazda Coliseum: Partial Modeling of Coliseum
- GMC Hoover Dam: Lighting and Rendering of dam assembling
- I'm Here: Lighting and Tracking of characters head for CG Eyes and Mouth
- SeaWorld: Camera Tracking of green-screen plates for CG background animations
- I'm Here: Lighting and Tracking of characters head for CG Eyes and Mouth
- Bourne Conspiracy: Texturing and Lighting of Environments and Character Breaths
- Lexus Dark Ride: HandHeld camera tracking for CG car replacement
- GMC Malibu House: Animation, Texturing and Lighting of House assembling
- Fired UP: Tracking/Matchmove of CG Beach Ball for title insertion
- Dogfights WW2: Animation, Lighting and Compositing of airplane battle
- Nascar Mecca: 3D tracking of shot integration of BG crowd and objects
- Citgo: 3D camera tracking of cameras and plate matching/continuations between cameras.