

Janelle Schneider

SURFACING ARTIST

Shot Breakdown (Full Reel - maps, turntables and clips)

00:02 - 00:16

Mr. Peabody & Sherman

Surfacing Artist

Created texture maps and look development for all bar props and living room environment.

Mari and proprietary renderer

00:17 - 00:32

Grimm

Surfacing Artist

Created texture maps and look development for creature skin, eyes and teeth.

00:33 - 00:36 - Created texture maps and look development for creature skin, eyes and teeth.

Shot lighting.

C4d and Mari

00:37 - 00:43

Mr. Peabody & Sherman

Surfacing Artist

Created texture maps and look development for character skin and clothing.

Mari and proprietary renderer.

00:44 - 00:54

Mars Needs Moms

Senior Texture Artist

Created texture maps for character, and designed specific surface details of clothing and accessories.

Maxon BodyPaint, Photoshop

00:55 - 01:09

Disney's A Christmas Carol

Senior Texture Artist

Created texture maps for character skin, teeth and eyes based on actor reference and concept art. Hand painted aging.

Maxon BodyPaint, Photoshop

01:10 - 01:28

Disney's A Christmas Carol

Senior Texture Artist

Created texture maps for character skin, teeth and eyes, and clothing. Room walls, ceiling and floors.

01:29 - 01:35 - Created texture maps for character skin, teeth and eyes.

Maxon BodyPaint, Photoshop

01:36 - 01:41

Mr. Peabody & Sherman

Surfacing Artist

Created texture maps and look development for props and room environment.

Mari and proprietary renderer

01:42 - 01:53

Mars Needs Moms

Senior Texture Artist

Created texture maps for Two Cat robot Maxon

BodyPaint, Photoshop

01:54 - 02:27

Toonami

Texture/Lookdev Artist

Created texture maps for spaceship

Substance Painter, Maya, Photoshop, Vray

02:29 - 02:36

Mars Needs Moms

Senior Texture Artist

Created texture maps for pod interior and prison environment.

BodyPaint, Photoshop

02:37 - 02:47

WIP undisclosed client

Surfacing Artist

Unwrapped uvs, created texture maps and materials, and set up scene and basic lighting in Unity for testing.

Substance Painter, Maya, Unity, Photoshop

02:47 - 02:52

Madagascar 3

Surfacing Artist

Created texture maps and look development for close up train cars, gravel, and some background props.

Mari and proprietary renderer.

02:53 - 02:59

Madagascar 3

Surfacing Artist

Created texture maps and look development for: knives, hay bale.

03:00 - 03:04 - drums, hoops, posts, rope, hay, lights wagon

03:04 - 03:13 - wagon

03:14 - 03:16 - environment wall

03:17 - 03:20 - Colosseum and banners. This shows my WIP, (shot final was completed by another artist)

03:21 - 03:35 - ancient ruins, ground plane

Mari and proprietary renderer.