

Sara Ireland (Colucci)

3D Lighting & Compositing Artist

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Shot 01 - Dialogue

I animated two characters in a dialogue interaction using an audio clip from the movie *Bruce Almighty*.

Software

Animation was done using Autodesk Maya and composited within Adobe After Effects. All lighting was created by Justin Dobies.

Shot 02 - The Repair

A short created for the 11 Second Club May 2010 Competition. I animated the characters using an audio clip from 11 Second Club. I received 22 place out of 127 entries in May.

Software

Animation was done using Autodesk Maya and composited within Adobe After Effects. All lighting and rendering was created using Mental Ray and Ambient Occlusion.



Shot 03 - The Rock Show

This is a small clip from my final AnimationMentor short animation project, featuring a young man playing guitar hero while cleaning his apartment. The short was conceptualized, storyboarded, textured, lit and rendered by me.

Software

Animation was done using Autodesk Maya and composited within Adobe After Effects. All lighting and rendering was created using Mental Ray and Ambient Occlusion. The song is supplied by Bleed Radio Bleed titled *Until You Love Me*.



Shot 04 - Pantomime

Pantomime is a short animated using only gestures and body language to tell a story.

Software

Animation was done using Autodesk Maya and composited within Adobe After Effects. All lighting and rendering was created using Mental Ray and Ambient Occlusion.



Shot 05 - The Chase!

Another exercise with no audio. In this animation, the character chases after a closing door and struggles to reopen it.

Software

Animation was done using Autodesk Maya and composited within Adobe After Effects. All lighting and rendering was created using Mental Ray and Ambient Occlusion.

Shot 06 - Monologue

I animated a character monologue using an audio clip from the movie *Big Trouble in Little China*.

Software

Animation was done using Autodesk Maya and composited within Adobe After Effects. All lighting and rendering was created using Mental Ray and Ambient Occlusion.

