



Dana Klein

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Texture and Look Development Artist

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Title: Ode to Poe

Programs: Maya

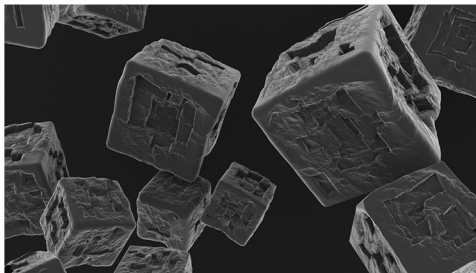
Modeled: Maya

Lighting: Maya (Renderman)

Textures/Shaders: Maya (Renderman)

Rendering: Renderman for Maya

A passion project inspired by the poem *The Bells* by Edgar Allan Poe. The trees and bushes were created by making an alpha channel of the general shapes and used as a presence map.



Title: Is This Salt?

Programs: Maya

Modeled: Maya

Lighting: PxrOcclusion

Textures/Shaders: Sony Open Shader Language

Rendering: Renderman for Maya

An exploration into using Sony's Open Shader Language. There are two different shaders on the objects: a directional edge glow and radial noise.



Title: Party Snacks

Programs: Maya & Substance Painter

Modeled: Maya

Lighting: Maya (Arnold)

Textures/Shaders: Maya (Arnold)

Rendering: Arnold for Maya

The first image of a two part series. All textures were made by creating a tileable image from photographs and taken into Substance Painter. This was a project to better understand creating realistic textures.



Title: I'll Get Something Else

Programs: Maya & Substance Painter

Modeled: Maya

Lighting: Maya (Arnold)

Textures/Shaders: Maya (Arnold)

Rendering: Arnold for Maya

The second part to a two part series. Textures were made by creating a tileable image from photographs and taken into Substance Painter. All age marks were made with a series of alpha masks and color changes.



Title: Secretary Box

Programs: Maya & Substance Painter

Modeled: Maya

Lighting: Maya (Arnold)

Textures/Shaders: Maya (Arnold)

Rendering: Arnold for Maya

An exploration of creating an old object with special focus on replicating an antique mirror. Textures were made by using photographs to create a semi-realistic material.