



HARITHA UPPALAPATI

Demo Reel Breakdown

✉ harithau@live.com

☎ (470) 406 0600

🌐 www.harithau.com



Nostalgia | *Maya, Arnold, Substance, Nuke*

00:03 - 00:28

Responsible for all CG aspects and narrative of the short film exploring personal childhood memories. Modeled and lit in Maya. Textured in Substance Painter. Shelf wood and gold dress border materials made in Designer. AOVs and lighting composited in Nuke.



The Spirit Wanderer | *Maya, Arnold, Substance, Nuke*

00:29 - 00:43

Modeled full Japanese city environment as part of a collaborative project. Not responsible for the grass and tree models. Textured all assets with Substance Painter and made two sets of textures for a clean and abandoned version of city.



Hello Honey | *Maya, Arnold, Substance, Nuke*

00:44 - 00:53

Responsible for all texturing and lighting. Modeled wood honey sticks. All other models obtained from free source. Textures done in Substance Painter. Honeycomb material made in Designer. AOVs and lighting composited in Nuke.



It's Not just Luck | *Maya, Arnold, Substance, Nuke*

00:54 - 01:12

Responsible for all texturing and lighting. Modeled robot asset. All other models obtained from free source. Textures done in Substance Painter. AOVs and lighting composited in Nuke.



Mystic | *Maya, Unreal, Substance*

01:13 - 01:28

Responsible for all texturing and lighting. All materials made in Substance Designer and modified in Painter for new and worn sets of textures. Material networks made in Unreal. Scene lit and rendered in Unreal.