

Marvin M. Chua

Lighting Artist

808 W 67th Ave. , Vancouver, BC V6P 2S5, Canada | Phone: 778-251-5462

Email: klaatu26@hotmail.com Reel: www.vimeo.com/73555668

LinkedIn: www.linkedin.com/in/marvin-chua-94151b22



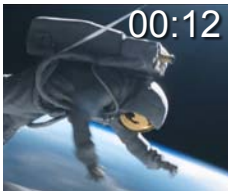
00:03 MOVING PICTURE COMPANY
JUSTICE LEAGUE

- Lighting of characters and environment using Katana/PRMan
- Used a gobo to get more of a feeling of the characters dropping through the clouds
- Had the characters drop into a blocker box to eliminate harsh lights that would appear from the overhead angle



00:10 METHOD STUDIOS
BLACK PANTHER

- Lighting of characters, vehicle, and crowds using Maya/VRay
- Lighting of wreckage pieces in the environment



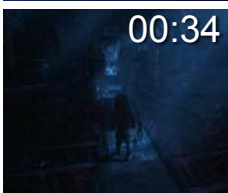
00:12 METHOD STUDIOS
FOR ALL MANKIND

- Lighting of characters and vehicles using Katana/Renderman
- Lighting of earth and volume clouds using Houdini/Mantra



00:26 ANIMAL LOGIC
THE LEGO MOVIE 2: THE SECOND PART

- Lighting of all elements in stereo
- Composited shots and set up mattes for DI



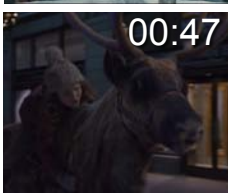
00:34 METHOD STUDIOS
AVENGERS: INFINITY WAR

- Lighting of characters and environment using Maya/VRay
- Created animated noise texture and applied it to bottom lights to get subtle movement from under the walkway
- Created godray pass using a volume fog



00:42 DIGITAL DOMAIN
BEAUTY AND THE BEAST

- Lighting of the Beast using Maya/VRay



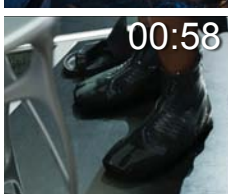
00:47 METHOD STUDIOS
THE CHRISTMAS CHRONICLES

- Lighting of reindeer using Maya/VRay



00:55 METHOD STUDIOS
BLACK PANTHER

- Lighting of vehicle and environment using Maya/VRay
- Lighting of FX glass and debris
- Interactive explosion light on vehicle and environment



00:58 METHOD STUDIOS
BLACK PANTHER

- Lighting of Shoes using Maya/VRay
- Shoe formation was driven by animated opacity map provided by FX department
- Had to timewarp the formation map in nuke in order to get the timing to work properly
- Rendered shoe components separately and deep comped them back together because of crashing geometry

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01:01

METHOD STUDIOS

BLACK PANTHER

- Lighting of T'Challa's shoes, mannequins, lab props, and set extensions using Maya/VRay
- Projected plate onto digidoubles to get the refractions of the characters through the transparent mannequins



01:09

MOVING PICTURE COMPANY

JUSTICE LEAGUE

- Lighting of characters and environment using Katana/PRMan
- Used a gobo to get more of a feeling of the characters flying through the clouds
- Lit 2 versions of Aquaman. One for the plate takeover. The other to transition into outdoor lighting



01:17

MOVING PICTURE COMPANY

JUSTICE LEAGUE

- Lighting of characters and environment using Katana/PRMan
- Lighting of lava interactions onto characters and environment
- Lighting of volume fog with godrays



01:21

MOVING PICTURE COMPANY

JUSTICE LEAGUE

- Lighting of characters and environment using Katana/PRMan
- Lighting of motherbox interactions
- Lighting of volume fog with godrays from motherbox



01:24

DIGITAL DOMAIN

POWER RANGERS

- Lighting of robotic arm, vehicle exterior, and cockpit glass using Maya/VRay



01:25

DIGITAL DOMAIN

POWER RANGERS

- Lighting of Zord weapon formation using Maya/VRay
- Lighting of weapons charge and gun glow lights



01:26

DIGITAL DOMAIN

POWER RANGERS

- Lighting of Zord using Maya/VRay
- Lighting of weapons charge, tracer fire, and explosion light interactions with environment

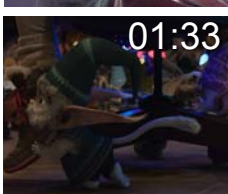


01:29

DIGITAL DOMAIN

POWER RANGERS

- Lighting of Zord vehicles, putty creatures, and putty crowds using Maya/VRay
- Set up weapons charge, tracer fire, and explosion light interactions with characters, environments, and vehicles
- Set up shadow and occlusion passes for environment plates
- Set up cockpit glass reflection passes



01:33

METHOD STUDIOS

THE CHRISTMAS CHRONICLES

- Lighting of elves and props using Maya/VRay

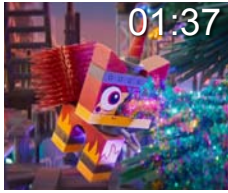
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01:37

ANIMAL LOGIC

EMMET'S HOLIDAY PARTY: A LEGO MOVIE SHORT

-Lighting of Unikitty, environment, and FX glitter vomit.
-Composited shot and provided mattes for DI



01:42

ANIMAL LOGIC

EMMET'S HOLIDAY PARTY: A LEGO MOVIE SHORT

-Lighting of characters and environment.
-Composited shot and provided mattes for DI



01:44

DIGITAL DOMAIN

BEAUTY AND THE BEAST

-Lighting of the Beast using Maya/VRay



01:58

DIGITAL DOMAIN

POWER RANGERS

-Lighting of Alpha 5 character using Maya/VRay



02:00

MOVING PICTURE COMPANY

THE FINEST HOURS

-Lit and rendered water, whitewater, sprays, and mist with Maya/Flowline/VRay

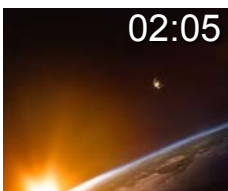


02:02

MOVING PICTURE COMPANY

THE FINEST HOURS

-Lit and rendered water, whitewater, sprays, and mist with Maya/Flowline/VRay
-Lighting of boat interactions with water



02:05

METHOD STUDIOS

FOR ALL MANKIND

-Lighting of vehicle using Katana/Renderman
-Lighting of earth and volume clouds using Houdini/Mantra