

## **Michael Papagni**

### **Portfolio Breakdown**

This is a breakdown of most of my work to date. A large percent of these projects were done when I owned my company Fresh Paint where I was the head of CG. This is listed in the order shown on my reel then most recent projects and projects not yet added to the reel. Project name, company worked for, responsibilities and software used. Thank You

#### **Showtime Weeds: *Fresh Paint***

Responsibilities: Design, Photography, All CG Lighting, Texturing and Modeling not animating, All Compositing  
Software: Maya, V-Ray, Photoshop, After Effects

#### **Tribeca Film Festival: *Fresh Paint***

Responsibilities: Design, All CG Lighting, Texturing and Modeling , All Compositing  
Software: Maya, V-Ray, Photoshop, After Effects

#### **TNT Frozen Moments: *Fresh Paint***

Responsibilities: VFX Supervisor, All CG FX, Lighting, Texturing and Modeling, Tracking  
Software: Maya, V-Ray, Photoshop, After Effects, Boujou

#### **TCM Now Showing: *Fresh Paint***

Responsibilities: All CG FX, Lighting, Texturing and Modeling  
Software: Maya, V-Ray, Photoshop

#### **TCM 31 Days of Oscars 2: *Fresh Paint***

Responsibilities: All CG FX, Lighting, Texturing and Modeling  
Software: Maya, V-Ray, Photoshop, Reelflow, Pulldownit

#### **NBA Finals: *Fresh Paint***

Responsibilities: All CG FX, Lighting, Texturing and Modeling  
Software: Maya, V-Ray, Photoshop

#### **Iron Chef: *Fresh Paint***

Responsibilities: Co-Director All CG Lighting, Texturing and Modeling  
Software: Maya, V-Ray, Photoshop

#### **Shark Week: *Fresh Paint***

Responsibilities: Co-Director, VFX Supervisor, All CG FX, Lighting, Texturing and Modeling, Tracking  
Software: Maya, V-Ray, Photoshop, Reelflow, Boujou

#### **Logo Montage: *Fresh Paint***

Responsibilities: All CG Lighting, Texturing and Modeling  
Software: Maya, V-Ray, Photoshop

#### **ESPN Soccer Rebrand: *Fresh Paint***

Responsibilities: All CG Lighting, Texturing and Modeling  
Software: Maya, V-Ray, Photoshop

#### **UFC Tuf 8-Explosion: *Fresh Paint***

Responsibilities: All CG FX, Lighting, Texturing  
Software: Maya, V-Ray, Photoshop, Blastcode, Afterburn

**ESPN Rose Bowl: *Fresh Paint***

Responsibilities: All CG FX, Lighting, Texturing and Modeling  
Software: Maya, V-Ray, Photoshop

**CMT Belt Buckle: *Fresh Paint***

Responsibilities: Co-Director, VFX Supervisor, All CG FX, Lighting, Texturing Modeling  
Software: Maya, Mental Ray, Photoshop, Blastcode

**UFC Tuf 12-Tornado: *Fresh Paint***

Responsibilities: Co-Director, VFX Supervisor, All CG FX, Lighting, Texturing Modeling  
Software: Maya, V-Ray, Photoshop, Blastcode, Afterburn

**Monday Night Football: *Fresh Paint***

Responsibilities: VFX Supervisor, All CG FX, Lighting, Texturing and Modeling  
except pop up book.  
Software: Maya, V-Ray, Photoshop, Blastcode, Afterburn

**Showtime Bic C Pool: *Fresh Paint***

Responsibilities: VFX Supervisor, All CG FX, Lighting, Texturing and Modeling, Tracking  
Software: Maya, V-Ray, Photoshop, Boujou

**TCM 31 Days of Oscars 1: *Inner Circle***

Responsibilities: 90% of CG FX, Lighting, Texturing and Modeling  
Software: Maya, Mental Ray, Photoshop, Realflow, Blastcode

**Showtime Bic C Hourglass: *Fresh Paint***

Responsibilities: VFX Supervisor, All CG FX, Lighting, Texturing and Modeling, Tracking  
Software: Maya, V-Ray, Photoshop, Boujou

**These projects can be found in the portfolio section: <http://lucidrevolver.com/our-work/>**

**ATT Security: *The Mill***

Responsibilities: VFX Confetti  
Software: Maya, Nuke

**Samsung FDSR Fridge: *RGA***

Responsibilities: Lighting, Texturing Fridge Interior  
Software: Maya, V-Ray

**MSFT Times Square Cubes: *Method Studios***

Responsibilities: All CG Lighting, Texturing, Compositing  
Software: Maya, V-Ray, Photoshop, Nuke

**Ice Breakers Duo: *Shuttlecraft***

Responsibilities: Lighting, Texturing, FX (All of the last shot)  
Software: Maya, V-Ray, Photoshop

**Samsung TV: *RGA***

Responsibilities: All CG, Lighting, Texturing, Compositing  
Software: Maya, V-Ray, Photoshop, After Effects

**Samsung Phones/Camera Spots: *RGA***

Responsibilities: All CG, Lighting, Texturing  
Software: Maya, V-Ray, Photoshop

**NSX Assembly Line: *RG***

Responsibilities: Design, All CG, Lighting, Texturing, Env Modeling  
Software: Maya, V-Ray, Photoshop

**NSX 360: *RG***

Responsibilities: All CG, Lighting, Texturing  
Software: Maya, V-Ray

**NSX Assembly Line: *RG***

Responsibilities: Design, All CG, Lighting, Texturing, Env Modeling  
Software: Maya, V-Ray, Photoshop

**Estee Lauder: *Hush***

Responsibilities: Most CG, FX, Lighting, Texturing  
Software: Maya, V-Ray, Photoshop

**Toyota Stylin: *Brand New School***

Responsibilities: FX (Shot,01,02,09,10,11,12,13)  
Software: Maya, Mentalray

**Adidas Olympics: *Psyop***

Responsibilities: FX (Shots on steps)  
Software: Maya

**Cortal: *Psyop***

Responsibilities: FX Liquid  
Software: Maya, Realflow

**TCM Film Festival: *Fresh Paint***

Responsibilities: All FX, Lighting, Tracking  
Software: Maya, Realflow, After Effects, Particular