





Marcos Shih



3D Matte Painter • Los Angeles

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SHOTLIST BREAK DOWN

Shot	Description	Software Used
	<p>Mitsubishi Outlander (Commercial, 2013)</p> <p>Created photo-real environments that span from NYC, Monument Valley, Colorado Mountains, to Key West Florida. Set up panoramic projections in Maya and prepared assets for the Flame compositors.</p> <p>Studio: Logan</p>	Photoshop, Maya
	<p>Angry Birds (Animation, 2016)</p> <p>Set up and paint sky panoramas using Cinema 4D and Maya.</p> <p>Studio: Sony Pictures Imageworks</p>	Photoshop, Cinema 4D, Maya
	<p>The Maze Runner (Film, 2014)</p> <p>Responsible for setting up projections and Nuke scripts of the matte painting. Matte painted shot using Photoshop.</p> <p>Studio: Method Vancouver</p>	Photoshop, Nuke, Maya
	<p>After Earth (Film, 2013)</p> <p>Worked directly with cg sup, Alex Henning, to create an alien planet called Nova Prime. Projections set up in 3ds max.</p> <p>Studio: Pixomondo</p>	Photoshop, Nuke, 3ds Max

	<p>Star Trek Into Darkness (Film, 2013) 2.5D Clouds for Kronos(Klingon Planet) . Animation and renders using V-Ray in 3ds max.</p> <p>Studio: Pixomondo</p>	<p>3ds Max</p>
	<p>The Grey (Film, 2012) Complete background replacements. I was responsible for the 3D matte painting process that involved concepts, NUKE workflow set ups, Maya layout, and final matte paintings.</p> <p>Studio: Zoic Studios</p>	<p>Photoshop, Nuke, Maya</p>