



Cassandra Hanks Lighting Demo Reel Breakdown

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Demo Reel: <https://www.cassandrahanks.com/demoreel>



Dark Light, Student Group Industry Project led by DreamWorks
Layout Lead, Lighter, Compositor and Project Manager

Renderman/Houdini

- Created Environment Light Rig for Hallway shots
- Developed Composite network in Houdini for entire short
- Setup all shots with render layers
- Did layout for entire short



Wake, Student Group Project Lighter & Compositor

Renderman/Nuke

- Toon Shader style lighting with Global Illumination
- Implemented Light rigs and adjust lighting according
- Nuke Compositing
- Troubleshoot errors



Stage Fright, Student Group Project Layout, Lighting & Compositing Lead

Renderman/Mental Ray/Nuke

- Created Environment and Character Light Rigs
- Developed Composite network in Nuke for entire short
- Volumetric Lighting with Global Illumination
- Detailed documentation of lighting and compositing workflow
- Set up all shots with render layers and rigs, troubleshoot errors



St. Louis Cathedral Candles
Lighter, Shader & Compositor

Arnold/Nuke

- Photorealistic raytracing with Arnold Shaders and Maya Lights
- Recreated a personal photograph



Stormy Night at the Museum Lighter & Shader

Renderman

- Jeremy Birn Lighting Challenge from CG society
- Created Bone and Glass shaders
- Created Paint Over and look dev
- Lighting set up without global illumination



Image Synthesis

- Created a vector based Ray tracer using **C++** and **OpenGL**
- The Ray tracer includes ambient occlusion, translucency, iridescence, refraction, reflection, environment maps, bump maps, textures, lights and shadows



Vizagogo Interstitials

- Did all practical lighting for Vizagogo Interstitials
- Included complicated lighting setups such as tracking shots and 360 dolly shot



The Walker

- Lighter and gaffer for a short film made in 48 Hours
- Won Best Cinematography in Austin 48 Hour Film Project



Fire Ball

- This photo was taken at TEEX Fire School, the largest fireman training facility in the world. This shot was from when an 18-wheeler that is emptying gas, doesn't have a safety chain, and drives off where a spark causes that fire ball in the sky. The light from the fire is intense; meanwhile the silhouette fireman gives a feeling of brave, heroism of what they are fighting a larger than life moment.
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Infrared Church

- This photograph was taken with an infrared converted dslr. The post processing was done in photoshop. What was crucial in relation to taking an infrared photo was the timing of this photograph to get the correct lighting and shadow angle to make the tree and church "pop" against the landscape because your light source is the sun.
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Royally Dead

- Collaborated with make up artist
 - Used studio strobe lighting with beauty dish and diffusers
 - Featured in Dark Beauty Magazine
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Stage Event Photography

- Event photographer for several events
 - This photograph was a highlight for me because it captured everyone that makes up the event: the performers, the audience & the crew with a beautiful light gradient backdrop.v
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Absract UV

- Collaborated with make up artist
 - The Only lighting used was ultraviolet lights.
 - Edited in Photoshop
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Nymph UV

- Collaborated with make up artist
 - The Only lighting used was ultraviolet lights.
 - Edited in Photoshop
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Steel Rain

- Group collaboration project
 - Used burning steel wool and long exposure to simulate rain
 - I was creative director for this shot
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Clown

- Collaborated with make up artist
 - Inspiration is from painter Michael Hussar
 - Developed conceptual lighting techniques to imitate his painting
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Aggies in the SEC

- Captured god rays at sunset as the Aggie Football time entered the field
 - The dramatic rays and smoke captured the intense spiritual moment for Texas Football before the game starts.
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Infrared at Eagle Lake

- Infrared photo taken with a modified infrared dslr camera
- Processed in Lightroom and edited in Photoshop