ALEX KOHL

SHOT BREAKDOWN

KONG: SKULL ISLAND (2017)

ASSET CREATION AND LOOK DEVELOPMENT **/** SHOT COMPOSTION **/**
DIGITAL MATTE PAINTING

DEEP WATER HORIZON (2016)

ASSET CREATION AND LOOK DEVELOPMENT **/** SHOT COMPOSITION **/**
DIGITAL MATTE PAINTING **/** SHOT LIGHTING AND RENDERING

WARCRAFT: THE BEGINNING (2016)

DIGITAL MATTE PAINTING

ASSET LOOK DEVELOPMENT AND SURFACING **/**
SHOT LIGHTING AND RENDERING

CAPTAIN AMERICA: CIVIL WAR (2016)

ASSET LOOK DEVELOPMENT AND SURFACING **/**
SHOT LIGHTING AND RENDERING

THE GIVER (2014)

ASSET LOOK DEVELOPMENT AND SURFACING **/**
SHOT LIGHTING AND RENDERING **/**
PIPELINE DEVELOPMENT (MAYA/PYTHON) **/**
PROCEDURAL SHADER CREATION

TOOL DEVELOPMENT FOR:
· Hero asset surfacing and look development
· Designed lighting tools for sequence specific problems
· Various shading setups and pipeline tools for a large environment system
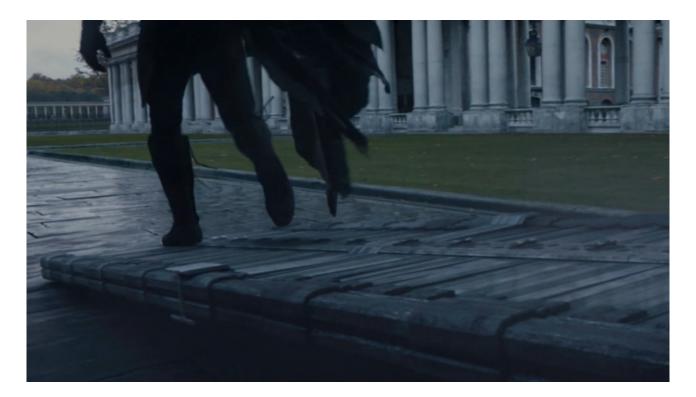
THE MAZE RUNNER (2014)

SHOT LIGHTING AND RENDERING **/**
TECHNICAL DIRECTION

ASSET LOOK DEVELOPMENT **/** SHOT COMPOSTION **/**
SHOT LIGHTING AND RENDERING

COLOR CORRECTION **/** COMBINING VARIOUS CG ELEMENTS AND
LARGE SCALE PROJECTION SETUPS **/** FINAL SHOT SETUP AND DELIVERY