

Dave Kin Chang Wei

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Showreel Breakdown (Page 1 of 2)



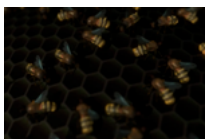
Metropolis: City Generator (Melscript)

A collaboration project with vfx artist Zahari Dichev, creating a fully customizable City Generator in Melscript for Maya that allows for extreme levels of controls such as LOD, building type, building height and roads etc. My involvement included the user customization features and the core geometry distribution techniques using grids, density controls and proxy optimization gizmos.



Houdini: Procedural Object Fragmentation using 2d images

A Houdini setup was created to break up geometry based on black lines on a white backdrop. This allowed users to "cut" the cracks of the geometry as they desire. This geometry is then placed through a loop, broken up into individual objects and sent out as a pre-computed bgeo object which could be used in dynamic simulations. The resultant simulation is then ported using Krakatoa to render a total 43 million particles in a combination of whirlwinds, cloud dissipation and debris.



Renderman-Massive Integration

To write a tutorial for SCAD on the use of Renderman features and integration in Massive. The project involved using fully customized shaders in a Massive workflow to simulate higher resolution models while also making use of feature such as ray traced shadows and depth of field and later porting these features and instructions into a simpler tutorial format for student lectures.



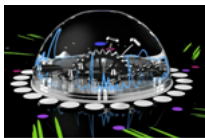
RSL_Materials_X_Passes

A Renderman equivalent to the Mental Ray Materials. The purpose of this project is to explore the inner workings of renderman shaders and to also help simplify the shader into a friendlier and non-slim format, closely mimicking the mental ray materials to allow ease of use for new renderman users in SCAD.



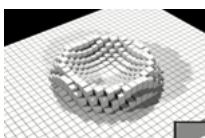
Renderman Shading Language - Normal based flame shader

Wrote a RSL script for flame shading and buoyancy displacements. Using ST coordinates in a cameraspace "normals" setup.



Houdini - Equalizer

The idea for this work is the exploration of how data can manipulate repetitive motions of a mathematically dictated motion seen in the use of Houdini expressions. This work explores the effects of a less repetitive pattern caused by irregular sound waves and how accumulative data can be use to force sin/cos wave pattern into different animation phases.



Maxscripting - Object Manipulation using 2D images

A TVC pitch designed for VHQ Post Singapore. The objective is to manipulate and bake down any form of animation values manipulated using the average surface color of a geometry in reference to a 2d bitmap image. This is done by projecting a 3rd party control bitmap onto the objects to be manipulated. The average volume and density of vertices would then determine the effects of these control bitmaps and return these values for use in any form of triggered animation.

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TVC - Apache RTR 160i

TVC work for VHQ Post Singapore. Work included the 3d model, texture/lighting, animation, rendering and 3d compositing using 3ds Max, Vray and Shake (of the motorbike).



TVC - Al Jazeera Kids Ident

TVC work for VHQ Post Singapore to be aired in the UAE. Work included the 3d model, texture/matte painting/lighting, animation, rendering and 3d compositing using 3ds Max, Vray and Aftereffects (of the environment).



TVC - Samsung Omnia

TVC work for VHQ Post Singapore. Work included the concept, particle simulation, texture/lighting, animation, rendering and 3d compositing using 3ds Max and Aftereffects (of the flying photographs).



TVC - EBM Peek Freans

TVC work for VHQ Post Singapore to be aired in the UAE. Work included the concept, particle simulation, texture, animation, rendering and 3d compositing using 3ds Max and Aftereffects.



TVC - Al Imtiaz bank Ident

TVC work for VHQ Post Singapore to be aired in the UAE. Work included the concept, 3d model, texture/lighting, animation, rendering and 3d compositing using 3ds Max and Aftereffects (of the entire tv).



TVC - Walls Cornetto: Love is in the air

TVC work for VHQ Post Singapore, to be aired in Taiwan. Work included 3d/2d tracking, 3d modeling, texture/lighting and rendering using 3ds Max and Aftereffects.