Heather Conrad

CG Generalist

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The Witches (2020)
Software: Katanah | RenderMan | Mari | Maya

Lookdev - Metal grate, man's shoes
Lookdev/texture - Wood panels, wallpaper, ceiling, mousecage wire
Model - Elevator door for reflections, mousecage wire

X-Men: The New Mutants (2020)
Software: Maya | Zbrush | Mari

Model - Proxy lidar (hallways and rooms, washing machine, pool) crayons, parital Illyan'as armor, trees, mobile home inside
Texture - Illyana's armor & sword, crayons, trees, church pews, digi doubles

The Kitchen (2019)
Software: Maya | Mari

Model - Buildings, storefronts, bus, neons, marquees, signage, trash bags
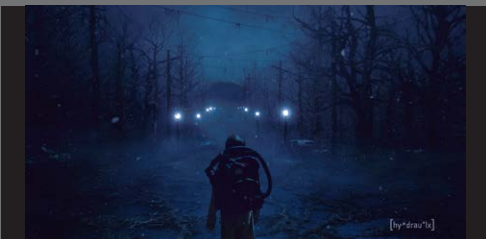Texture- Signage, bus

Ant-Man and the Wasp (2018)
Software: Maya | Zbrush

Model - Micro environment (bacteria, virus, etc), concepted environment models during initial layout phase, modeled geometry bases for procedural FX
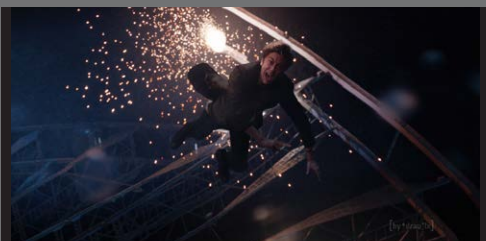Layout - Aided in layout of select quantum realm shots

Stranger Things 2 (2017) Episodes 2, 3, 5, 6, 8, 9
Software: Mental Ray | Maya

Lighting/lookdev - Vines, trees, webs, telephone poles, rift, elevator spool, glass reflections, saliva
Lighting - Demogorgan dogs
Model - Proxy lidar scans

Death Note (2017)
Software: Mental Ray | Maya

Lighting/lookdev - Pier, flying paper/leaves, flower petals, spotlight, & background city/highway/cars
Lighting - Ferris wheel, deathnote book & page
Model - Proxy of lidar scans (piers & abandoned hospital)

Baywatch (2017)
Software: Mental Ray | Maya | Mari

Lighting/texture/lookdev: Hughes MD 500E (369E) (helicopter) & Suzuki Storm XT (motorbike)
Lighting/lookdev: Diaper, burning boat underwater, cell phone in pool