

JASON PETHTEL

MATTE PAINTER | ENVIRONMENT ARTIST | CG GENERALIST

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Breakdown

“Game of Thrones: Season 5, Episode 9”

Shot 1

Matte painting, projection, precomp of background

Shot 2

Matte painting, projection, precomp of background

Lexus Commercials

Matte painting, projection, set extension for two Lexus Commercials

“Percy Jackson: Sea of Monsters”

Shot 1

Assisted painting some foreground trees and animated tree shadows during sunrise using Maya. This shot was used in a trailer for the film.

Shot 2

Recreated campsite environment. A motion control rig was not used during filming, so a fully cg environment was needed, as the bull was animated to a non-clean plate. Elements from several plates were projected onto the cg environment.

Guinness Commercial

Matte painting for background nebula/celestial elements.

Also created particle systems for several dancers and 3D star systems.

“300: Rise of an Empire”

Shot 1

Created geo and projected artwork.

Shot 2

Created geo and projected artwork.

“The Way We Never Were”

This was a personal project, and was created using Maya, Vue, mental ray, Nuke, and Photoshop. The ecosystem in Vue was using several grass types. All geometry and textures were created by me as well.

I finished the painting in Photoshop and projected it onto geometry in Nuke.

“Killer Women”

I created this matte painting for the ABC show, “Killer Women”

“The Journey to Duncan Castle”

This was a personal project, and was created using Photoshop, Vue, and Maya

I finished the painting in Photoshop and projected it onto geometry in Nuke.