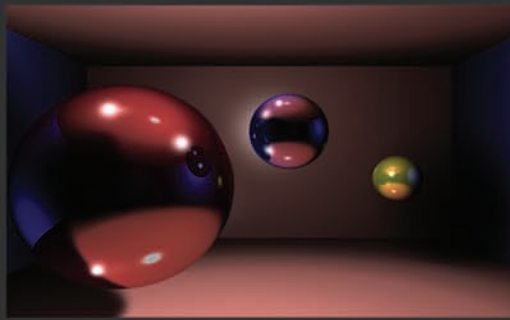


Kenneth Stojevich



Technical Artist

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Audi TT



This Audi TT was part of a project where I was to composite the Audi onto a 2D image. I ended up doing four different render passes on the car to get the resulting image you see here, a color pass, reflection pass, shadow pass, and an ambient occlusion pass. I also generated an environmental map for the reflection pass.

Audi TT Modeling Credits:

Audi TT Model: Jeremy Birn

Headlights and Front Blinkers: Kenneth Stojevich

Software Used:

Maya 6.0.1

Renderman Artist Tools 6.0.1