

Emily Waters Portfolio

Lighting and compositing artist

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'The Shape of Water' inspired stills

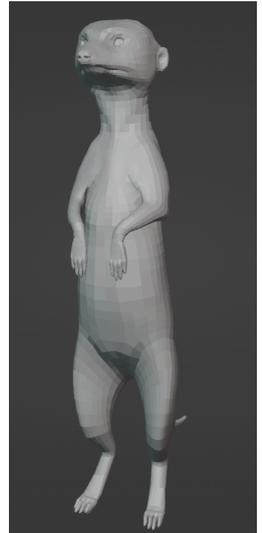
I was responsible for every aspect of this project from concept to modelling to texturing, lighting, effects and compositing. I used softwares such as Maya and Nuke. I redesigned 'The Shape of Water' to be stylised; mainly using 'Despicable Me' as inspiration.





Realistic meerkat integration

In this project I was responsible for all components including modelling, fur, rigging, animating and compositing. I used Blender and Nuke for this project.



Work in progress

My current work is modelled in Maya, textured in Substance Painter then lit and rendered in

Unreal Engine. It is an environment based on a book called 'Red Sister'.