

Justin Mijal

Shot Breakdowns



▪ "Blackbird" - 2007

- I modeled the "Dog" character off of concept sketches from the director. The intent was to match the character's style to that of SAAB's Aero-X concept vehicle which was the focus of the spot. The ears match the lifting door panels, the eyes match the headlamps, and the mouth matches the front grille.



▪ "Gruma Commercial" - 2010

- I modeled the Quetzalcoatl dragon and ant characters, as well as most of the environments and props for this commercial about Mexico's bicentennial celebrations to mark 200 years of Mexican independence.



▪ "Command and Conquer 4 Cutscape" - 2009

- I designed and modeled the iconic towers in this end-game cutscene for the most recent video game in the series. This was the first time the towers have ever been shown in their entirety, and most of the design was left up to me to develop.



▪ "2012 - LA Sequence" - 2009

- As the lead modeler, my main task was to oversee the team modeling and UV mapping our assets, creating them myself whenever necessary. In this shot, the cement truck originally had over 80 separate texture maps which I was able to cut down to only 4, making the shot much more efficient for render time.



▪ "Alice in Wonderland" - 2010

- In this sequence I sculpted the terrain, populated it with hundreds of trees, setup the initial camera layout, and assembled the key elements to create the shot the way the director had envisioned it. The hero tree and hat were not my models.



▪ "2012 - Vegas Sequence" - 2009

- Our complicated physics simulation pipeline required that our assets be of the highest quality with no room for error. A large part of my job as the lead modeler was to find errors and correct them before simulations began. I pre-fractured the internal structure of these buildings to allow simulation follow the director's vision.



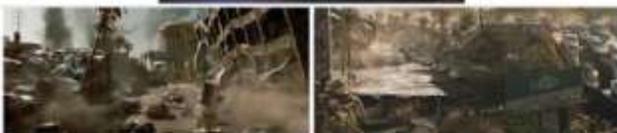
▪ "Alice in Wonderland" - 2010

- In this sequence I sculpted the terrain and modeled most of the detailed plants and props. I did not model the castle.



▪ "Command and Conquer 4 Cutscape" - 2009

- I designed and modeled the iconic towers in this end-game cutscene for the most recent video game in the series. This was the first time the towers have ever been shown in their entirety, and most of the design was left up to me to develop.



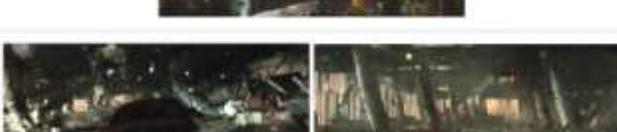
▪ "2012 - LA Sequence" - 2009

- In this shot, the roads, vehicles, buildings, trees, and freeway all passed through my hands at some point in the pipeline. An important task as the lead was to ensure that the texture coordinates and material assignments on the destruction assets were correct before we began simulations as there was no efficient way to fix mistakes after this point.



▪ "2012 - LA Sequence" - 2009

- This shot was one of the most challenging shots we had on 2012. The complexity of the geometry, simulations, and sheer number of elements visible at once made this a particularly important shot to streamline for efficiency. I helped develop a system to ease the assembly of the roads to save time and eliminate errors from having to manually line up thousands of chunks of fractured concrete.



▪ 2012 - LA Sequence" - 2009

- These shots were very challenging because we had to design an atrium in a high rise building that would collapse on itself in a way that would still allow the car to drive through it. I modeled and UV mapped the entire atrium, including all of the props being tossed around inside of it. Another artist then simulated the collapse. We built the structure as if we were building a real sky scraper. This is why it collapses in a believable manner.

Justin Mijal

Shot Breakdowns



▪ "2012 - Vegas Sequence" - 2009

- The Bellagio hotel was found to have many errors in the geometry just days before simulations were to begin. It was part of my duties as a lead to fix these mistakes, and get the FX artist the corrected building to begin simulations for the final render. I also reduced the polygon count significantly which aided in faster simulations.



▪ "2012 - Vegas Sequence" - 2009

- This shot was the initial opening shot for our Vegas sequence. It had originally been planned to be done mostly as a matte painting with very little FX and 3d modeling required. That drastically changed very close to the end of production, and I oversaw the modeling of the chunks of land, signs, and runway surface on a very tight deadline.



▪ "Alice in Wonderland" - 2010

- In this sequence I sculpted the terrain and modeled most of the detailed plants including the log Alice jumps onto at the end of the sequence, as well as the cat-tails growing in the moat. I also developed a method of reducing the polygon count of the meshes without losing fidelity or requiring costly displacement maps at render time.



▪ "Cadillac CTS Interior"

- As the lead modeler on this commercial it was my job to come up with the method of accurately re-creating the organic leather seats of the brand new Cadillac CTS. I developed the pipeline, modeled, textured, and shaded the seats, as well as oversaw the team modeling other elements of the vehicle.



▪ "Blackbird" - 2007

- I modeled the "Dog" character off of concept sketches from the director. The intent was to match the character's style to that of SAAB's Aero-X concept vehicle which was the focus of the spot. I also modeled some interior and exterior elements that were not available from the client due to the vehicle only being in the concept stage.



▪ "Cadillac CTS-V Model" - 2006

- I modeled Cadillac CTS-V model for use in the xbox360 game Project Gotham Racing 3. I was also in charge of overseeing the modeling of the other two Cadillac models used in this video.



▪ Cadillac CTS-V Turntable

- Model created for above mentioned "Project Gotham Racing 3" xbox360 game.



▪ Pontiac G8 GT Turntable

- Model created for client General Motors to be delivered to studios creating advertising imagery for the vehicle. GM was attempting to eliminate the time consuming approval process by delivering a ready-to-use model that was already 100% accurate. This model was used in a number of web and commercial productions.



▪ Jeep Wrangler Rubicon Turntable

- Model created for unnamed Memorial Day commercial off of engineering data provided by Jeep.



▪ Chevrolet HHR-SS Turntable

- Model & normal maps created for MLB '08 xbox360 game to be used as a background vehicle to help advertise Chevrolet's vehicle to a younger audience.



▪ "Blackbird" Dog Turntable

- Model created for SAAB Aero-X concept spec commercial. This model started as a concept sketch with the direction that it be visibly similar to the vehicle. The ears match the lifting door panels, the eyes match the headlamps, and the mouth matches the front grille.