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Shot 001:

Real Steel – Fight Montage shots – Maya, Python, Vray, Atomic

Lighting done with Vray for Maya. Also worked on lookdev publish, light rig publish, damage light rig publish, and some other lighting related tasks for the whole show.



Shot 002:

Real Steel – Metro Fight shots – Maya, Python, Vray, Atomic  
Same as shot 001



Shot 003:

Real Steel – Metro Fight shots – Maya, Python, Vray, Atomic  
Same as shot 001



Shot 004:

Real Steel – Metro Fight shots – Maya, Python, Vray, Atomic  
Same as shot 001



Shot 005:

Real Steel – Metro Fight shots – Maya, Python, Vray, Atomic  
Same as shot 001



Shot 006

XMEN: First Class – Atrium shots – Vray, Python, Atomic

Wrote light cache baking tool for environment render. Worked on Vray proxy for explosion bgeo sequence from fx department.



Shot 007

XMEN: First Class – Atrium shots – Vray, Python, Atomic

Lighting done with Vray for Maya. Wrote light cache baking tool for environment render. Also worked on Vray proxy for explosion bgeo sequence from fx department.



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Shot 008:

Real Steel – Metro Fight shots – Maya, Python, Vray, Atomic  
Same as shot 001



Shot 009

Tron Legacy – Rectifier shot – Maya, Vray, Atomic  
Lighting done with Vray for Maya.



Shot 010:

Tron Legacy – Light Bike shots – Maya, Python, Vray, Atomic  
Pipeline set up. Set up fireworks light rigs based on files from FX artists.  
Wrote a fireworks light rigs generating/publishing system. In charge of  
all the fireworks light rigs publishes on Light Bike Sequence.



Shot 011:

Real Steel – Metro Fight shots – Maya, Python, Vray, Atomic  
Same as shot 001



Shot 012:

Real Steel – Metro Fight shots – Maya, Python, Vray, Atomic  
Same as shot 001



Shot 013:

Real Steel – Metro Fight shots – Maya, Python, Vray, Atomic  
Same as shot 001



Shot 014

Tron Legacy – Light Jet shots – Maya, Vray, Atomic  
Lighting done with Vray for Maya. Some custom lookdev on fx  
geometries from fx department.



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Shot 015

Tron Legacy – Light Jet shots – Maya, Vray, Atomic  
Same as shot 014



Shot 016:

Real Steel –Final Fight shots – Maya, Python, Vray, Atomic  
Same as shot 001



Shot 017:

Tron Legacy – Light Bike shots – Maya, Python, Vray, Atomic  
Lighting done with Vray for Maya. Wrote and maintained crowd cards  
System for 5 close up crowds shots. Wrote Atomic Render export  
module to add more variations to the cards' textures and expressions on  
render time.



Shot 018:

Enroute – Crash Site – Maya, Nuke, Renderman, Houdini  
Full 3D shot for short film “Enroute” done by Maya, Houdini, Renderman,  
and Nuke. Lighting and lookdev; Using Point based FX interactive lighting.  
Final Comp done by Sandro Blattner.



Shot 019:

Girl with the Dragon Tattoo– – Maya, Vray, Python  
Pipeline setup for the show, also head replacement lighting.



Shot 020:

Real Steel –Final Fight shots – Maya, Python, Vray, Atomic  
Same as shot 001



Shot 021:

Real Steel –Final Fight shots – Maya, Python, Vray, Atomic  
Same as shot 001



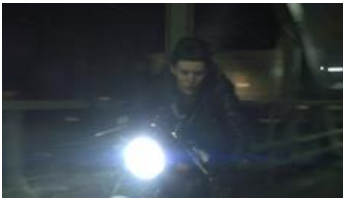
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Shot 022:

Girl with the Dragon Tattoo – Maya, Vray, Python  
Pipeline setup for the show, also head replacement lighting.



Shot 023:

XMEN: First Class – Atrium shots – Vray, Python, Atomic  
Lighting done with Vray for Maya. Wrote light cache baking tool for  
environment render.



Shot 024:

Tron Legacy: Light Jet shots – Maya, Vray, Atomic  
Lighting done with Vray for Maya.



Shot 025:

Real Steel – Metro Fight shots – Maya, Python, Vray, Atomic  
Same as shot 001



Shot 026:

Tron Legacy: Light Jet shots – Maya, Vray, Atomic  
Lighting done with Vray for Maya.



Shot 027:

Tron Legacy: Light Jet shots – Maya, Vray, Atomic  
Monolith cracking Lighting done with Vray for Maya. Major lighting done  
by Tim Nassauer