David Sarma

Brooklyn, NY
www.davidsarma.org

917 375 8730
david@davidsarma.org

Demo Reel   Effects | Lighting   3 Minutes

Crane, GE   Framestore NY   7.2008

Description:	Excerpt from *Crane*, created at Framestore NY.
Role:	Effects – water splashes, sand.
Notes:	I was responsible for the interaction between the crane and the ground: the water splashes and sand kicked up as it runs. I created the tools to create the effect, animated, lit, and composited for the shot.
Software:	Houdini, Maya, Mental Ray, Shake.

Bicycle Messengers   Earthworm Productions   7.2005

Description:	Shots from the short film *Bicycle Messengers* (2005, Earthworm Productions).
Role:	Lighting, Compositing.
Notes:	I was responsible for lighting and compositing of the character in Maya and Fusion. I also wrote MEL scripts for production needs.
Software:	Maya, Mental Ray, Fusion.

Trim a Tree, Lowes   Framestore NY   10.2008

Description:	Excerpts from *Busy People*, created at Framestore NY.
Role:	Effects – snow.
Notes:	I was responsible for the snow effect: animating, lighting, and compositing it into the plates.
Software:	Houdini, Maya, Mental Ray, Shake.

Hot Item, Bridgestone   Framestore NY   11.2008

Description:	Excerpt from *Hot Item*, created at Framestore NY.
Role:	Effects – gravel, rocks.
Notes:	I was responsible for the particle interaction between the car and the ground: the rocks and gravel. I created the tools for the effect and animated for the shots.
Software:	Houdini, Maya, Mental Ray, Shake.

Invariance   SVA, davidsarma.org   5.2008

Description:	Excerpt from the short film *Invariance* (2008, SVA, davidsarma.org).
Role:	Effects, Animation, Lighting, Compositing.
Notes:	MFA Thesis Project at the School of Visual Arts. Premiere at the 2009 Brooklyn International Film Festival.
Software:	Houdini, Maya, Mantra, Mental Ray, Shake, Boujou, Endorphin.