

## SHOT BREAKDOWN



### JULIUS BAR - NEXT GENERATION

FRAMESTORE

**JOB** | Lighting, Rendering

**DESCRIPTION** | CG space composite. Compiled and lit astronaut asset.

**SOFTWARE** | Maya, Arnold



### SKRILLEX - RED LIPS

FRAMESTORE

**JOB** | Lighting, Lookdev, Rendering, Pre-Comp

**DESCRIPTION** | Live action/CG composite. Shaded locusts, glass, and bowl. Matched lighting interaction.

**SOFTWARE** | Houdini, Arnold, Nuke



### PEPSI - HALFTIME TOUCHDOWN

FRAMESTORE

**JOB** | Lighting, Lookdev, Rendering, Pre-Comp

**DESCRIPTION** | Live action/CG composite. Lit/shaded truck.

**SOFTWARE** | Maya, Arnold, Mari, Nuke



### FRUIT OF THE LOOM - PANTY STUNT

A52

**JOB** | Lighting, Lookdev, Rendering

**DESCRIPTION** | Live action/CG composite. Lit glass shards.

**SOFTWARE** | Maya, V-Ray



### POM - CRAZY HEALTHY

FRAMESTORE

**JOB** | Lighting, Lookdev, Rendering, Pre-Comp

**DESCRIPTION** | Live action/CG composite. Lit/shaded POM characters and secondary elements.

**SOFTWARE** | Maya, V-Ray, Nuke



### WORKDAY - HEART

A52

**JOB** | Lighting, Lookdev, Rendering

**DESCRIPTION** | Lit/shaded heart explosion.

**SOFTWARE** | Maya, V-Ray



### GAME OF THRONES - YUNKAI

A52

**JOB** | Lookdev, Texturing

**DESCRIPTION** | Stylized and textured all components of the Yunkai city.

**SOFTWARE** | Maya, V-Ray, Photoshop

## SHOT BREAKDOWN



### FOX - HAPPY DAYS

A52

**JOB** | Lighting, Lookdev, Rendering

**DESCRIPTION** | Live action/CG composite. Lit crowds (Massive) and cars. Placed agents in stands.

**SOFTWARE** | Maya, V-Ray



### NIKEiD - URL

A52

**JOB** | Lighting, Lookdev, Texturing, Rendering

**DESCRIPTION** | Live action/CG composite. Lit/shaded full stadium, crowds (Massive), and shoe animation.

**SOFTWARE** | Maya, V-Ray, Photoshop



### ADIDAS - BATTLE PACK

A52

**JOB** | Lighting, Lookdev, Rendering

**DESCRIPTION** | Full CG animation. Stylized lighting and shading for all elements.

**SOFTWARE** | Maya, V-Ray, Mari



### HUAWEI - MATE S

FRAMESTORE

**JOB** | Lighting, Lookdev, Rendering, Compositing

**DESCRIPTION** | Full CG animation. Stylized studio lighting for product video.

**SOFTWARE** | Maya, V-Ray, Nuke



### MICROSOFT - SURFACE FRAMES

A52

**JOB** | Lighting, Lookdev, Rendering

**DESCRIPTION** | Lit building, windows, and Surface.

**SOFTWARE** | Maya, V-Ray



### CHEVY SPARK - DANCE IN PARIS

A52

**JOB** | Lighting, Lookdev, Rendering

**DESCRIPTION** | Live action/CG composite. Lit cars and all scene props (ie drapes, light posts, statue).

**SOFTWARE** | Maya, V-Ray



### LEXUS - MORE IS MORE

A52

**JOB** | Lighting, Lookdev, Rendering

**DESCRIPTION** | Lit and shaded gold background wall.

**SOFTWARE** | Maya, V-Ray

## SHOT BREAKDOWN



### BEATS - REJECTION

FRAMESTORE

**JOB** | Lighting, Lookdev, Rendering, Pre-Comp

**DESCRIPTION** | Live action/CG composite. Lit/shaded characters and props.

**SOFTWARE** | Maya, Arnold, Nuke



### KELLOGG - PREGAME RITUALS

FRAMESTORE

**JOB** | Lighting, Lookdev, Grooming, Rendering, Pre-Comp

**DESCRIPTION** | Live action/CG composite. Lit/shaded/groomed Tony the Tiger.

**SOFTWARE** | Maya, Arnold, Mari, Nuke



### COKE - REFRESHMENT

A52

**JOB** | Lighting, Lookdev, Rendering

**DESCRIPTION** | Live action/CG composite. Lit all water/transition elements.

**SOFTWARE** | Maya, V-Ray



### FALLING SKIES - INTRO

A52

**JOB** | Lighting, Lookdev, Rendering

**DESCRIPTION** | Stylized lighting and projections for title sequence.

**SOFTWARE** | Maya, V-Ray



### CISCO - STORM

A52

**JOB** | Lighting, Rendering

**DESCRIPTION** | Lit water elements.

**SOFTWARE** | Maya, V-Ray

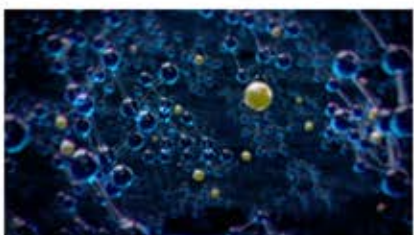


### DINOS - PERSONAL PROJECT

**JOB** | Simulation, Shading, Lighting, Rendering, Compositing

**DESCRIPTION** | Full CG scene. Melt script provided by Faisal (<http://www.youtube.com/project4d>). Rigs provided by Joel L. Anderson.

**SOFTWARE** | Maya, V-Ray, Realflow, Nuke



### MICHELIN - PREMIER EVERGRIP

A52

**JOB** | Lighting, Lookdev, Rendering

**DESCRIPTION** | Stylized visualization of silicone elements inside a Michelin tire.

**SOFTWARE** | Maya, V-Ray

## SHOT BREAKDOWN



### BLUE BUNNY - CREAM

### FRAMESTORE

**JOB** | Lighting, Lookdev, Grooming, Rendering, Pre-Comp

**DESCRIPTION** | Live action/CG composite. Lit/shaded and assisted grooming on bunny asset.

**SOFTWARE** | Maya, Arnold, Mari, Nuke



### NIKE - POSSIBILITIES

### A52

**JOB** | Lighting, Rendering

**DESCRIPTION** | Live action/CG composite. Lit/placed stadium crowds (Massive).

**SOFTWARE** | Maya, V-Ray