

2012 CG Generalist Breakdown-Shot List

Workflow

Modeling in Lightwave; rigging, animation and lighting in Maya with Mental Ray; compositing in After Effects and Nuke.

2011 Lighting/Compositing Showreel (Length: 1:55 minutes)

- 01 STRATEGO (Sep 2011) – Commercial. Fully responsible for rigging the Miner character. Responsible for all lighting and compositing. Responsible for some modeling, textures, additional rigging, animation, and FX.
- 02 LINKING LOGS (Mar 2009) – Class Assignment. Fully responsible for textures, lighting and compositing.
- 03 BOWLING BOB (Oct 2011) – Short Film. Responsible for everything.
- 04 ALIEN (May 2010) – Class Assignment. Fully responsible for FX, lighting and compositing.
- 05 MECHANICAL ANGLER FISH (Apr 2010) – For Showreel. Fully responsible for FX, lighting and compositing.
- 06 GLASS MUSHROOMS (Oct 2011) – For Showreel. Responsible for everything.
- 07 STIX (May 2010) – Short Film. Responsible for everything.
- 08 LIGHTEARTED (Dec 2010) – Short Film. Responsible for concept, photography, rigging, FX, lighting, compositing and some matchmoving.
- 09 DIGITAL MISHAP (Dec 2008) – Short Film. Responsible for modeling and rigging.
- 10 THE LONGEST MOMENT (Aug 2009) – Short Film. Responsible for rigging and some animation.