

## 2012 Lighting/Compositing Showreel (Length: 1:55 minutes)

- 01 CRABS AND PENGUINS (May 2012) - Commercial for Coca-Cola  
Lighting in *Maya* with *RenderMan*; compositing in *Nuke*
- 02 MINIONS (Sep 2012) - Despicable Me Motion Ride (for Universal Studios, Florida)  
Lighting in *Maya* with *RenderMan*; compositing in *Nuke*
- 03 STRATEGO (Sep 2011) - Commercial for Stratego website.  
Lighting in *Maya* with *Mental Ray*; compositing in *After Effects*
- 04 GLASS MUSHROOMS (Oct 2011) – For Showreel.  
Lighting in *Lightwave* with *FPrime*; compositing in *After Effects*
- 05 LINKING LOGS (Mar 2009) - Class Assignment.  
Lighting in *Maya* with *Mental Ray*; compositing in *After Effects*
- 06 ALIEN (May 2010) – Class Assignment.  
Lighting in *Maya* with *Mental Ray*; compositing in *After Effects*
- 07 STIX (May 2010) – Short Film.  
Lighting in *Lightwave* with *FPrime*; compositing in *After Effects*
- 08 LIGHTHEARTED (Dec 2010) – Short Film.  
- Lighting in *Maya* with *Mental Ray* and *Lightwave* with *FPrime*; compositing in *After Effects*
- 09 SKYLANDERS 3DS - 3DS game cinematic  
- Lighting in *Maya* with *Mental Ray*; compositing in *After Effects*

Music.

*Hang on Little Tomato* by *Pink Martini*.