

REEL BREAKDOWN

<https://vimeo.com/277833457>



Show: "Gen - Lock"

Role: Compositing

Software: After Effects

Responsible for layering CG assets and integrating 2D stylized effects for the scene such as slow-motion debris, slid smoke, and explosion FX.



Show: "Gen - Lock"

Role: Compositing

Software: After Effects

Responsible for layering CG assets and integrating 2D stylized effects. Main work was developing weapon scoping look and impact effects.

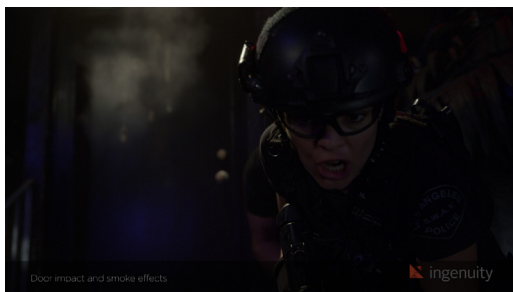


Show: "Gen - Lock"

Role: Compositing

Software: After Effects

Responsible for layering CG assets and integrating 2D stylized effects. Handled impact effects and patched hole in CG assets during comp stage.



Show: "S.W.A.T"

Role: Compositing

Software: Nuke

Created effect for shotgun shells breaking apart the door. Used stock elements and separate plate shot to create the debris and smoke used.



Show: "Stumptown"

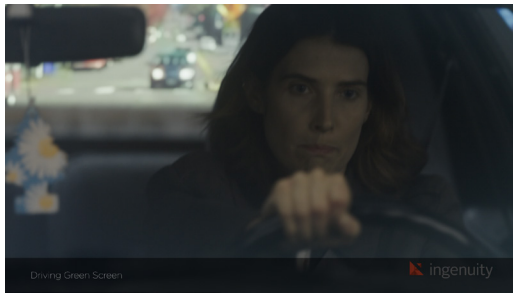
Role: Compositing

Software: Nuke

Responsible for integrating glass shatter asset from CG and creating believable aftermath.

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Show: "Stumptown"

Role: Compositing

Software: Nuke

Responsible for green screen keying as well as integrating background footage for driving comp.



Show: "Stumptown"

Role: Compositing

Software: Nuke

Handled logo removal, spark pad removal, CG spark integration, and improving hill greenery. Hill template was passed from lead.

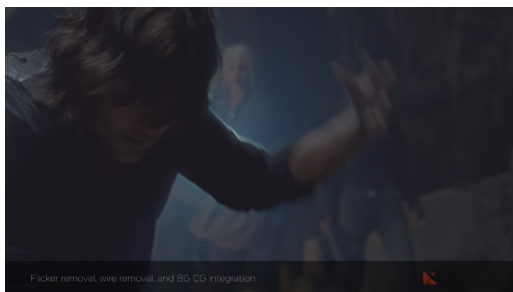


Show: "The Walking Dead"

Role: Compositing

Software: Nuke

Had to entirely reconstruct rear actor's body to match Negan's blade movements. Animated CG knife and added wound and blood. Also obscured Daryl stunt double.



Show: "The Walking Dead"

Role: Compositing

Software: Nuke

Helped finish off painting out wire on Daryl. Worked with show lead to reduce flickering coming from the flashlight. Also integrated CG rocks to the BG.



Show: "The Walking Dead"

Role: Compositing

Software: Nuke

Responsible for blood and gore.

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Show: "The Walking Dead"

Role: Compositing

Software: Nuke

Extended katana beyond green stump to protect actor. Added CG guts and blood and created blood diffusion look on shirt which would see additional use in later shots.



Show: "Dramaturgy (Personal Project)"

Role: All Aspects

Software: Zbrush, Maya, and After Effects

Main compositing duties were grading, fixing CG motion blur mistakes, and post-processing.



Show: "The Sandman"

Role: Compositing

Software: Nuke

Integrated CG title, CG character, and live-action plate. Duties included smoothing camera pathing and day to night conversion.

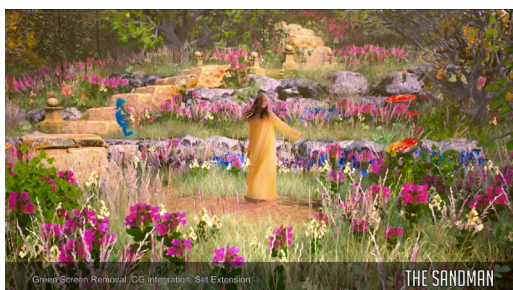


Show: "The Sandman"

Role: Animation, Modeling, and Compositing

Software: Nuke

Tasks for compositing included integrating CG character with live-action, replacing green screen stage, re-creating a digital set to relight based on character position.

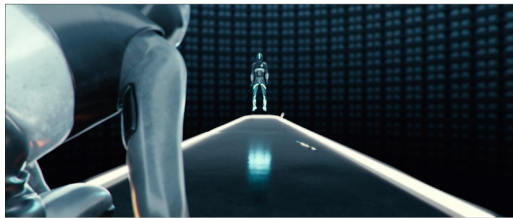


Show: "The Sandman"

Role: Compositing

Software: Nuke

Responsible for integrating environment from unreal engine, with live-action as well as CG character.



Animation, lighting, and compositing

COUNTDOWN

Show: "Countdown"

Role: Compositing

Software: After Effects

Compositing tasks included developing teleporation look as well as processing glows on characters and environment.



Animation, lighting, and compositing

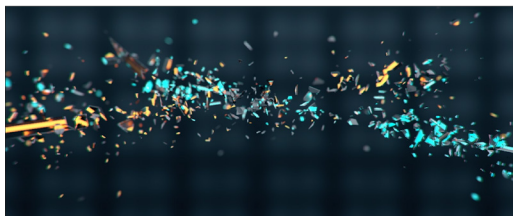
COUNTDOWN

Show: "Countdown"

Role: Compositing

Software: After Effects

Compositing tasks included developing blackhole effect. Relit environment and added pulse in accordance to CG lighting.



Animation, lighting, and compositing

COUNTDOWN

Show: "The Sandman"

Role: Animation, Dynamics, Compositing

Software: Maya and Nuke

Simulated rigid body shattering and was hand placed for best effect. Compositing tasks were mainly post-processing.