

# 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.

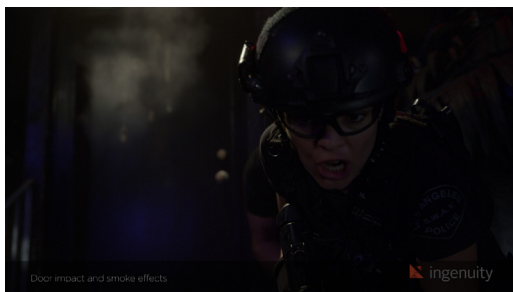


**Show:** "Gen - Lock"

**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.

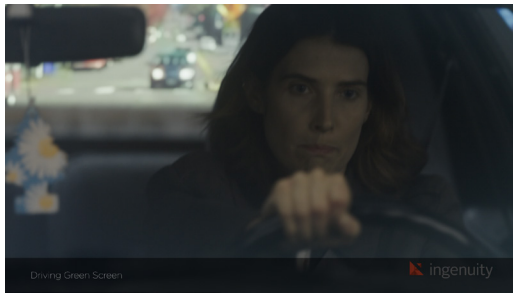


**Show:** "Stumptown"

**Role:** Compositing

**Software:** Nuke

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



**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.

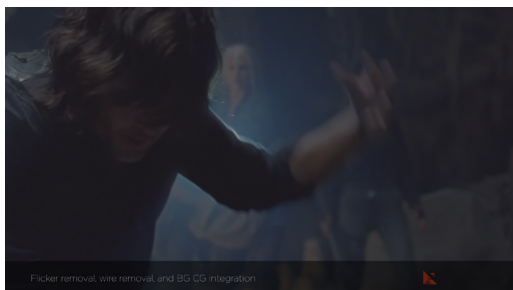


**Show:** "The Walking Dead"

**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

Adjusted shot's fire positioning and timing. First pass was by another artist. Main responsibility was adjusting fire speed and scales.



**Show:** "The Walking Dead"

**Role:** Compositing

**Software:** Nuke

Added CG fire to the gate to match practical fire. Screen right fire in front of crowd is all CG. Created initial look which was taken over by a lead.

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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.

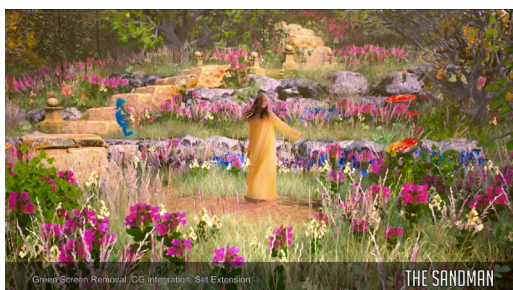


**Show:** "The Sandman"

**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.

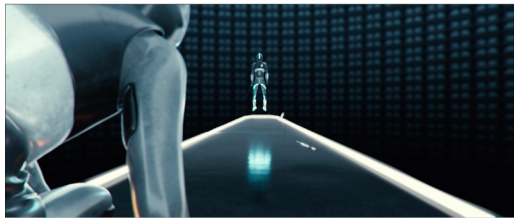


**Show:** "The Sandman"

**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.