

REEL BREAKDOWN

<https://vimeo.com/277833457>



“Gen - Lock”

Compositing

After Effects

Responsible for layering CG assets and integrating 2D stylized effects. Overall scene templates were created by Leads, but required finessing on per shot level.



“Gen - Lock”

Compositing

After Effects

Responsible for Holo shifting effect R&D. Worked closely with Lighting and Director to complete effect.



“Gen - Lock”

Compositing

After Effects

Responsible for Sniper scope effect R&D. Worked closely with Lighting and Director to complete effect.



“Gen - Lock”

Compositing

After Effects

Responsible for layering CG assets and integrating 2D stylized effects. Overall scene templates were created by Leads, but required finessing on per shot level.



“Gen - Lock”

Compositing

After Effects

Responsible for Camouflage R&D. Worked closely with Lighting and Director to complete effect. Overall scene templates were created by Leads, but required finessing on per shot level.

REEL BREAKDOWN



“The Sandman”

Modeling, Texturing, Lighting, Rendering, Compositing
Maya, Nuke

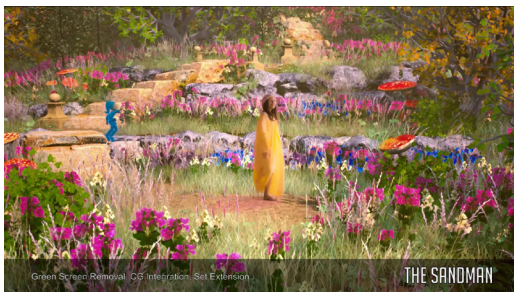
Responsible for integrating CG elements and Live-Action plate. Day to night, lighting, rendering, Matchmoving.



“The Sandman”

Modeling, Texturing, Lighting, Rendering, Compositing
Maya, Nuke

Responsible for integrating CG elements and Live-Action plate. Day to night, animation, set modeling, keying.



“The Sandman”

Compositing
Maya, Nuke

Responsible for integrating CG elements and Live-Action plate. Roles included compositing



“Wrecked”

Compositing
Nuke

Responsible for replacing actor performance based on two plates.



“Wrecked”

Compositing
Nuke

Responsible for compositing scene relight and muzzle flashes.

REEL BREAKDOWN



“Brooklyn 99”

Compositing

Nuke

Responsible for removing matt underneath actor on the floor.



“Brooklyn 99”

Compositing

Nuke

Responsible for integrating a split screen effect to clone actors. Added contact shadows for integration.



“NYPD”

Compositing

Nuke

Responsible for screen replacement. Keying, tracking, and rotoSCOPE.

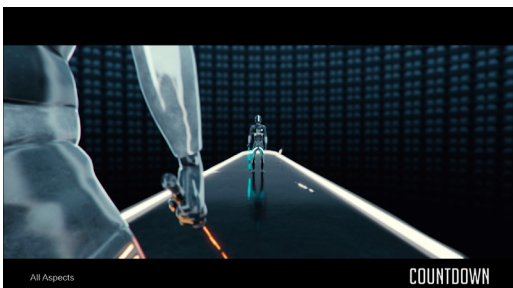


“Wrecked”

Compositing

Nuke

Responsible for removing crew from footage.



“Countdown”

Animation, Lighting, Dynamics, Compositing

Maya, After Effects

Responsible for compositing and shatter dynamics. Animated and lit a few shots.