











Karaboudjan Ship

Previs set and dressing construction (group), Detailed design research, Modeled 3d design prototype, Created design turnover documents for model/texture/shaders (group)



007,008,009 012 => 016



Bagghar Salaad Ralace

Previs set and dressing construction (group), Created design turnover documents for model/texture/shaders (group)







Docks **Environment**

Previs set and dressing construction (group), Layout construction and review (group), Design reference for hero construction (group)



On Set 010 & 011







Supervised virtual set construction (maya/motionbuilder), Liason between Weta Digital and onset Art Department, Discussed and addressed Director feedback

Milo Verbowski

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Tintin's Apartment

Created design models/turnover documents for model/texture/shaders (group)

Previs set and dressing construction,

Layout design documentation,



017=>022



Designed newpaper displays,
Wrote headlines and text,
Advised Graphic Designer on
illustration content





Crew Cabin Captain's Cabin Afgar Outpost

Created design turnover documents for model/texture/shaders (group)

028,029, Previs set and dressing construction (group), 030, 033 Layout design documentation (group),



Library









Researched and designed Tintin sketches,

Designed Crabtrees stall,

Designed stall layouts (group),

Previs set construction (group)



023,024,025



Market



Labrador Rd

Constructed design model and turnover documentation for 026 & 027 Firetruck,

Previs set construction (group), Created continuity documentation



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Marlinspike Hall

Greens research and documentation for turnover,

Previs set and dressing construction (group)

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Pirate Battle

Prop design of hidden blade,

Other set dressing design documents (group),

Previs set and dressing construction (group)

028,029,030,033





District 9

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Camera tracking for previs,

Previs model & textures for misc models

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