

Breakdown Sheet

TRON: Legacy



Sequence Lighting | Lookdev | Modeling

Played key role in setup of new V-Ray lighting pipeline. Lighting sequence development, lookdev and shot lighting. Created and maintained light rigs & templates. Also modeled several hero vehicles, including the single-man Light Jets, Recognizer and Solar Sailer.

Modeled and rendered in Maya with V-Ray.

The Mummy: Tomb of the Dragon Emperor



Shot Lighting

Matched the lighting of CG elements to the background plates shot on location. Lighting of Massive armies and hero characters to integrate seamlessly with the live footage.

Rendered in Maya with RenderMan.

Honda Fit - Defense Mechanism



Modeling | Layout | Sequence Lighting

Returning to my Lightwave roots, I worked with Digital Domain on a clever Honda Fit commercial emphasising the safety of the Honda Fit. Modeled a number of the buildings and worked as a sequence lead, managing the layout of the city and initial shot setup as well as shot lighting.

Modeled and rendered in Lightwave.

Music Track: "Explosive" by RJD2.
Music edited in Adobe Soundbooth
Show Reel edited in Adobe Premiere Pro CS5

Girl with the Dragon Tattoo



Hair TD | Hair Lookdev

Hair groom and shader lookdev. Dynamics setup and animation using proprietary hair dynamics system.

Setup and animated in Maya and rendered in V-Ray.

Thor



Sequence Lead | Lookdev | Shot Lighting

Set up a small RenderMan pipeline to coordinate with Vancouver studio on shared assets and shots. Responsible for staffing, training, shot assignments, initial lookdev setup and shot lighting where needed. Designed shaders for interior environment to replace shot footage to help with ice and character integration. Note: all shots shown were shared shots, except the boat scene.

Rendered in Maya with RenderMan.

Speed Racer



Look Development | Environment Lighting | Shot Lighting

Look Development of various set elements, CG actor doubles, props & animated signs. Environment lighting for the complex Butterfly track and a small role in shot lighting. Assisted artists with troubleshooting and optimizing renders. Worked closely with layout and pipeline development to improve pipeline functionality and efficiency.

Rendered in Maya with Mental Ray.