

Shot Breakdown - Demo Reel 2006

My contribution to each shot:

1 ME 262 Drive-by

Storyboard and Previs Artist, Digital Matte/Texture Painter, CG Aircraft Modeler, Lighting Artist, live-action pilot integration, Camera and Aircraft Animator, Compositor, Still photographer '**Secretplanes: Fast and Furious**'

2 Detroit in December

Digital Matte/Texture Painter for snowy city, CG field and road elements, replacing Toronto skyline with CG Detroit '**Assault on Precinct 13**'

3 GO 229 Flying Wing

Lighting Artist, Digital Matte/Texture Painter, CG Aircraft Modeler, Aircraft Animator, Compositor. '**The Horton Brothers**'

4 JU 87 Flyby

Digital Matte/Texture Painter for set extension (from static camera footage to pan shot, tank and sky elements), Camera and Aircraft Animator, Compositor '**Stuka**'

5 Knife Throw

CG knife Texture Painter, Lighting Artist '**Resident Evil 2**'

6 Lancaster over Firestorm

Texture Painter, Lighting Artist, CG Aircraft Modeler, Aircraft Animator, Compositor '**Firestorm**'

7 B 29 Attack

Storyboard and Previs Artist, Digital Matte/Texture Painter, CG clouds creation and integration, Camera and Aircraft Animator, FX Artist (CG explosion, all particle effects), Compositor '**Secretplanes: Point Defense**'

8 Strange All Weather Dive Bomber

Digital Matte/Texture Painter, CG Aircraft Modeler, Camera and Aircraft Animator '**Secretplanes: swoop of death**'

9 Tall Ship

Ship Compositor '**Ship in the Mist**'

10 Two HU 139s

Digital Matte/Texture Painter, Lighting Artist, CG Aircraft Modeler, Aircraft Animator, Compositor '**Secretplanes: swoop of death**'

11 HU 139 Skid Landing

Digital Matte/Texture Painter, Lighting Artist, CG Aircraft Modeler, Aircraft Animator, FX Artist, Composer **'Secretplanes: swoop of death'**

12 Secret Plane

Lighting Artist, shot related modeling and texturing, Composer **'Secretplanes: Secret Factory'**

13 Dark Cartoon City

All shot elements (Storyboard and Previs Artist, Digital Matte/Texture Painter, Lighting Artist, Modeler, Animator, Composer) **'Exit' Sheridan College Student work**

14 Sword Blade

Texture Painter, CG Sword Animator, **'Assault on Precinct 13'**

15 Wire Guided Missile

Digital Matte/Texture Painter, FX Artist (contrail creation), Lighting Artist, Camera and Aircraft /Missile/Wire Animator, Composer **'Secretplanes: the Emergency Fighter'**

16 Dive Bombing

Storyboard and Previs Artist, Digital Matte/Texture Painter, Lighting Artist, CG Aircraft Modeler, Camera and Aircraft Animator, Composer **'Secretplanes: swoop of death'**

17 Multiple Jet Attack

Storyboard and Previs Artist, Digital Matte/Texture Painter, Lighting Artist, CG Aircraft Modeler, Camera and Aircraft Animator, FX Artist, Composer **'Secretplanes: fast and furious'**

18 Sputnik over Florida

Storyboard and Previs Artist, Digital Matte/Texture Painter, Lighting Artist, Sputnik Modeler, Camera and Sputnik Animator, FX Artist, Composer **'Sputnik'**