

DEMO REEL BREAKDOWN

Cloudy with a Chance of Meatballs | Sony Pictures Imageworks



MY ROLE

Lighting characters and environments
Compositing shot finals

TOOLS

Katana (proprietary lighting interface/ node-based compositing package)
Arnold Renderer (raytracer)

Beowulf | Sony Pictures Imageworks



MY ROLE

Key Lighting characters and environments
Compositing shot finals

TOOLS

Maya in combination with Katana (proprietary lighting interface)
RenderMan ®
Proprietary Node-Based Compositing Package

Speed Racer | Digital Domain



MY ROLE

HDRI Lighting using Mental Ray

TOOLS

Maya with Mental Ray

Monster House | Sony Pictures Imageworks



MY ROLE

Character lighting and secondary environment lighting
Compositing shot finals

TOOLS

Maya in combination with proprietary lighting interface
Arnold Renderer
Proprietary Node-Based Compositing Package

Bolt | Walt Disney Animation Studios



MY ROLE

Character and environment lighting
Compositing shot finals

TOOLS

Maya in combination with proprietary lighting interface
RenderMan ®
Shake for compositing

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DEMO REEL BREAKDOWN

Monster House at The Oscars ® | Sony Pictures Imageworks



MY ROLE

Character lighting
Compositing into live-action plate

TOOLS

Maya in combination with LEdit (proprietary lighting interface)
Arnold Renderer
Proprietary Node-Based Compositing Package