

DEMO REEL BREAKDOWN

Beowulf | Sony Pictures Imageworks



MY ROLE

Key Lighting characters and environments
Compositing shot final

TOOLS

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

Monster House | Sony Pictures Imageworks



MY ROLE

Character lighting and secondary environment lighting
Compositing shot final

TOOLS

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

Cloudy with a Chance of Meatballs | Sony Pictures Imageworks



MY ROLE

Lighting characters and environments
Compositing shot final

TOOLS

Katana (proprietary lighting interface
and node-based compositing package)
Arnold Renderer (ray tracer)

Bolt | Walt Disney Animation Studios



MY ROLE

Character and environment lighting
Compositing shot final

TOOLS

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

Speed Racer | Digital Domain



MY ROLE

HDRI Lighting using Mental Ray

TOOLS

Maya with Mental Ray

DEMO REEL BREAKDOWN

Alice in Wonderland | Sony Pictures Imageworks



MY ROLE

Lighting rabbit to match live action plate

TOOLS

Katana (proprietary lighting interface)
Arnold Renderer (ray tracer)

Bolt | Walt Disney Animation Studios



MY ROLE

Character and environment lighting
Compositing shot final

TOOLS

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

Alice in Wonderland | Sony Pictures Imageworks



MY ROLE

Responsible for key lighting entire sequence
Look Development of cocoon
Lighting environment to match live action plates
Lighting and compositing shot finals

TOOLS

Katana (proprietary lighting interface
and node-based compositing package)
Arnold Renderer (ray tracer)

Speed Racer | Digital Domain



MY ROLE

HDRI Lighting using Mental Ray

TOOLS

Maya with Mental Ray

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Compositing shot final

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Alice in Wonderland | Sony Pictures Imageworks



MY ROLE

Character lighting and secondary environment lighting
Incorporating live action plate (table)
Compositing shot final

TOOLS

Katana (proprietary lighting interface
and node-based compositing package)
Arnold Renderer (ray tracer)

Speed Racer | Digital Domain



MY ROLE

HDRI Lighting using Mental Ray

TOOLS

Maya with Mental Ray

Cloudy with a Chance of Meatballs | Sony Pictures Imageworks



MY ROLE

Lighting characters and environments
Compositing shot final

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Cloudy with a Chance of Meatballs | Sony Pictures Imageworks



MY ROLE

Lighting characters and environments
Compositing shot final

TOOLS

Katana (proprietary lighting interface
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Arnold Renderer (ray tracer)

Monster House at The Oscars ® | Sony Pictures Imageworks



MY ROLE

Character lighting
Compositing into live-action plate

TOOLS

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