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## ShotList 2011



### **Battle LA - Feature film**

Cinesite

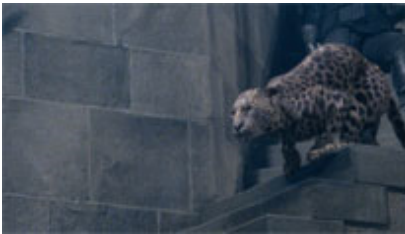
Look development, lighting rendered using renderMan.



### **Clash of the Titans - Feature film**

Cinesite

Look development, lighting rendered using renderMan.



### **The Chronicles of Narnia : Prince Caspian - Feature film**

Moving Picture Company

Character/creature & crowd lighting rendered using renderMan.



### **Fred Clause - Feature film**

Moving Picture Company

Developed dome & snow look, lit & rendered using mentalRay.



### **Five Children and It - Feature film**

Jim Henson's Creature Workshop

Tracked live action puppets head, attached antennae using Maya.



### **Fabulous Furry Freak Brothers - Feature film pilot**

Bolex Brothers

Developed design, modelled & textured, tracked, created HDRI image, rendered using Maya Software.



### **Barcardi - Commercial**

Moving Picture Company

Textured & rendered in Maya software.



### **Transport for London - Commercial**

Moving Picture Company

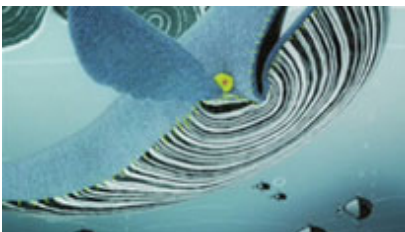
Shot hdri, generated lights and lit scenes, matchmoved shots.



### **Stella Artois - Interactive Media**

Against All Odds

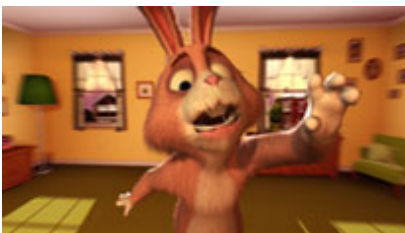
Developed design from sketches, developed project pipeline & structure, modelled main body of trap, modelled environment, lighting using mentalRay.



### **Tylonol - Commercial**

Against All Odds

Lit & textured, uv mapped and rendered using mentalray. Created fur & grass.



### **AirWick - Commercial**

Th1ng

Character & environment lighting, rendered using renderMan.



### **X-Games - Commercial**

Against All Odds

Modelled & textured environment elements, modelled, textured, & rigged building and post boxes, lit & rendered using Maya Software and mentalray.