

“Monster’s of Nascar “ *On set VFX Supervisor, VFX Consulting.*

Client: Sprint

Agency: Goodby Silverstein & Partners, San Francisco

Director: Michael Mann

Production: Company Green Dot Films

Animation: Three Legged Legs

Guinness ‘Another Dimension’ *VFX Supervisor (Motion Theory)*

In addition to on set supervision, I designed and set up bleeding effect technique using Maya, Renderman, Nuke, and Shake.

Client: Guinness

Agency: iiBBDO

“Flytrap” *VFX Supervisor (Motion Theory)*

In addition to shoot supervision, I executed all aspects of final CG shot.

Client: Sony

Agency: 180 LA

“Breeze” *VFX Supervisor (Motion Theory)*

In addition to shoot and post supervision, I executed all aspects of all CG shot of Intel chip.

Client: Sony

Agency: 180 LA

“Radio City Music Hall Christmas Spectacular” *Digital Animation Supervisor*

Supervised team, set up pipeline, performed character rigging and all animation for this 70mm stereoscopic film at Sythespian Studios, Hollywood CA.

“Got Milk Bones” *Animation Supervisor / co VFX sup. Digital Domain*

On set supervision, post supervision.

“Fall Apart” *VFX Supervisor A52*

On set supervision, on location South Africa.

Client : BMW

Agency: GSD&M

Creative Director: Mark Ray

“Quick Stop” *VFX Supervisor A52*

On set supervision, on location South Africa.

Client : BMW

Agency: GSD&M

Creative Director: Mark Ray

“Jelly Belly” *Creative Director / Director / Animator, Fieldtrip*

Four 10 sec spots for Jelly Belly Campaign. In addition to producing all the CG for these spots, I worked closely with the client as Creative Director.

“Zoom” *Animation Supervisor, Digital Domain.*

Lead animation team as well as performed rigging, and animation tasks on film.

“Life Aquatic” Animation Supervisor, Grey Matter
Responsible for modeling, rigging and animation supervision of the schooling pink snappers.

“Peter Pan” Lead Look Dev / Color and Lighting, Digital Domain
My primary responsibility on Peter Pan was the shaders, look and final lighting for the croc character. In addition to shader set up, I lit and finalized more than half of the croc shots. I also performed TD rigging, previs task for the all CG Pan net sequence.

“iRobot” Animator Digital Domain
Along with the two sequences shown, I was tasked with previsualizing several shots in the film. This took place during the early ramp up period for Peter Pan.

“HP Constant Change” Lead Animator Digital Domain
In addition to on set work, I was responsible for all Maya cloth rigging and simulation.
Director: David Fincher

“Cat in the Hat trailer” Character TD, Setup, Digital Domain
Executed all character rigging for hat, as well and some animation.

“ATT Balloon Dog” Lead Artist / Color and Lighting
Responsible for all textures and lighting, animated early part of spot.

“Zoltar” Creative Director / Animator Nvidia
Concept to completion for Nvidia’s gForce 4 demo

“Blackhawks Transformer” Director / Animation Sup. Chicago Blackhawk’s
In addition to developing the concepts and pitching it, I also performed multiple cg tasks for the projects, modeling, animation, rigging, rendering, comping.

“Funk Blast, Young James Brown EMP” Lead Character TD, Digital Domain
Lead team in creation of one of the first fully digital cloned face replacements. In addition to R&D and on set work, I performed all the rigging and TD tasks, animated and lit several shots, for this 70mm film project.

“Inspector Gadget” Lead Animator / TD Dream Quest Images (Disney)
Performed rigging, animation, cloth set up and animation, color and lighting and compositing several shots.