

SHOWREEL 2012 SHOTLIST**UnderAmour "Fierce" : Shilo***Co-lead Compositor AE : June 2009*

composited motion test; setup shoe and matte painting template/layer stack for compers; matte painted for nebula background; integrated blend of 3D fumeFX/2D smoke effects

IBM "Data" : the MILL NY*Compositor AE : February 2010*

composited scenes [racetrack, hospital, matrix orbs], troubleshoot light elements and 2D glow

Film "Flowers Of War" : Technicolor Beijing*Compositor Nuke: July – October 2011*

composited and greenscreened smoke elements into key wide city scene, church rooftop sequence

animated elements into full res city matte painting, propagated matte painting to other compers

Guinness "Spoken Word" : Shilo*Lead Compositor AE : August 2008*

composited motion test; setup template/layer stack for compositors; troubleshoot smoke fx with 3D/2D blend

Film "Papertigers" : Director.Robert Lopuski*[chess] lead 3D XSI/Compositor AE : 2006*

tracked footage; modeled, animated, textured and lit 3D elements; setup pass; r&d chess piece wisp effect in 2D; composited shot

Verizon "Digits" : the MILL NY*3D XSI Lighter/Render/PreComp Nuke : July 2010*

implemented pass setup from lead; r&d metal shaders, managed renders and precomped passes in Nuke

Verizon "Hotspots" : the MILL NY*3D XSI Lighter/Render/PreComp Nuke : July 2010*

implemented pass setup from lead; r&d virtual bubble shader, tweaked XSI ice tree for each shot

managed renders and precomped passes in Nuke

Bose "Category Of One" : the MILL NY*3D XSI Lighter/Render/PreComp Nuke/AE : April 2011*

r&d shockwave shader, setup elements and passes precomped matte and effects in AE and Nuke

Fernet Branca : Psyop*3D XSI Lighter/Render : October 2008*

manipulated container geometry for fluid sim; implemented shader/pass presets from lead

Absolut "Dissection" : Psyop

3D XSI Lighter/Render : March 2008

implemented pass setup from lead; created initial glass cracking effect and animation; troubleshoot edge matte shader, end scene

2009 Siggraph Computer Animation Festival

OFFF Festival 2010 Titles : the MILL NY

3D XSI Lighter/Render/Comp Nuke/AE : April 2010

Composited scences in Nuke and AE [pyramids, underwater]

Assisted in pass setup and animated textures for elements [pyramids, paper butterfly]

Music Video : TVOR : "Dreams" : UVPH

3D XSI/Compositor AE : 2005

lighting and rendering of 3D head; implemented composite layer stack from lead compositor; augmented water droplets and fragments breaking in rock drop scene

Adidas "CVA" : Psyop

3D XSI TD/Compositor AE : October 2007

r&d clouds; rigged a setup to blend camera-projection footage eyes and 3D models; distributed scenes to 3D team; setup passes; assisted compositing team in developing pencil shade; composited shots

Converse "My Drive Thru" : Psyop

3D XSI Animator : April 2008

assisted TD with treatment r&d and previs; explored potential animation styles and timing; animated several sections of music video [intro, santagold staircase, paper flower, Julian jump kick, outro]

ETI "Chocolate" : Shilo

Lead Compositor AE : October 2009

composited motion test; setup template/layer stack for chocolate; propagated to compers ; matte painted skies

Trident "Senses" : Stardust

Compositor AE : January 2008

tracked office scenes and composited window mattepainting; r&d mist effect using footage and 3D elements; painted back table reflections, window detail, elements lost after key;

Safeway "Jungle" : Psyop

3D XSI Shader/Lighter/Render : April 2008

created brakery shaders; lit port scene, managed renders

AXE "Factory" : the MILL NY

3D XSI Lighter/Render/PreComp Nuke : July 2010

implemented pass setup from lead; r&d'd vortex pool shaders, managed renders and precomped passes in Nuke

Al-Jazeera International IDs : UVPH

Design / 3D XSI / Compositor AE : 2006

designed boards for 3 concepts; modeled, textured, and rigged logo for chain, cloth and fluid animations; setup, rendered and composited 3D passes

Infiniti "Bridge" & "Tunnel" : MassMarket

3D XSI TD : November 2007

setup scenes for 3D team and passes; troubleshoot cloth/car shaders; managed render pipeline; supervised 3D team

Renault "Fisherman" : MassMarket

3D XSI Animator/Shader : April 2007

fishing wire animation; assisted lead with caustics r&d; geometry projection shaders; implemented pass setup from lead

GM "Buick" : Shilo

Lead Compositor AE : January - February 2009

composited motion test; setup template/layer stack for car composite; propagated to compers ; matte painted skies

Pete Miser "Scent of a Robot" : UVPH

[Chorus Scenes]. 3D XSI/Compositor AE : 2004

modeled, textured and rigged all factory elements; animated camera and elements with creative freedom; prevised with editor and director; composited scenes with 2D graphic elements

2005 Siggraph Computer Animation Festival

Febreze "Fish" : UVPH

3D XSI/Compositor AE : August 2009

tracked and setup initial scenes for shots; painted fish texture and assisted in r&d pass setup; maintained an updated previs from edit for 3D animator; setup general template/layer stack for compositors

music track:

Aseop Rock [All Day: Nike+ Original Run]
(continuous mix)