

Bob
Reel 2007 - Shot breakdown



Dodge

CG Supervisor for three 'Truckville' themed commercials.



**Gatorade:
Foosball**

Created Foosball table: built model, painted maps, surfaced. Characters: textured and surfaced. Robots: (final shot on reel) designed, modeled, textured, surfaced.



The Aviator

Hangar shots (examples shown upper): built models, painted maps, surfaced, lit and rendered the XF-11 planes.



Amex: Robot

Production designed, created model, textures and surfacing.



Torque (Warner Bros.)

Storyboarded and production designed sequence. Modeled, textured, animated and lit entire sequence.



We Were Soldiers
(Paramount)

Modeled and textured helicopter.



Clarus

Production designed, modeled and surfaced everything in the spot except the people.



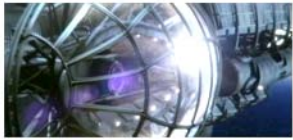
Pontiac: Metal City

Modeled and surfaced many of the buildings, also lit end car shot (shown right).



Supernova (MGM)

Created all models, textures and surfacing for the *Shuttle*, the *Tug*, the *RRU* and parts of the *Nightingale*. Modeled and textured the *Nightingale's* Observation Dome.



Created model, textures and surfacing for CG duplicate of *Flyboy* – the robot character seen exploding from the *Nightingale's* Observation Dome.

Designed, modeled, textured, surfaced, lit and rendered digital matte painting of the space station.



Nike: Factory

1: Did everything, including final compositing.

2: Everything, including compositing.



3: Everything, including compositing.

4: Created environment.



5: Compositing.



Gatorade: Rain

Created entire cg environment.



Husqvarna: Tornado

Created the tornado.

