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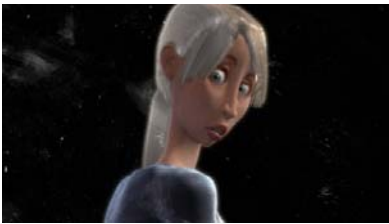
863-255-6842

Shot Breakdown



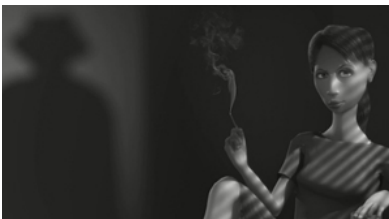
“The Way to Heaven” (2009) – Maya, Mental Ray, Photoshop.

A short film created by Red Giant Studios. Responsible for lighting twelve master shots and created, troubleshot and improved textures and shaders. Rendered digital elements into multi-pass render layers for composite.



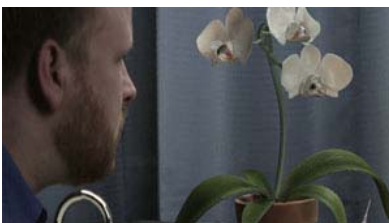
“Choice” (2011) – Maya, Mental Ray, Photoshop, After Effects.

A thesis short film. Responsible for all aspects of lighting, compositing, dynamics, and final completion of film.



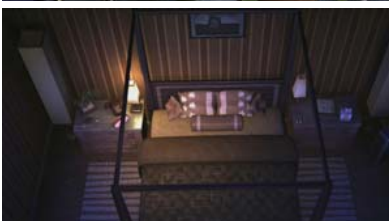
“Film Noir” (2012) – Maya, Mental Ray, After Effects.

Two separate renders, similar lighting yet different moods. Responsible for texturing, shading, lighting, framing, and compositing.



“Live Action” (2008) - Maya, Mental Ray, Photoshop, Shake.

Live action film with CG model. Responsible for 3D model, rig, textures, animation and compositing.



“Them Greeks...” (2012) – Maya, Mental Ray, Nuke.

A short film created by Red Giant Studios. Responsible for lighting and troubleshooting textures and shaders.



“Wooden Sympathy” (2012) – Maya, Mental Ray, Photoshop, After Effects.

A full CG piece intended to convey a mood through lighting. Responsible for texturing, shading, lighting, rendering and compositing.



“Digital Paintings” (2012) – Photoshop.

Digital paintings of environments. Responsible for all paintings.