

Reel Breakdowns

2D Reel (in order of appearance)

Show: The Walking Dead

Role: All compositing, all tracking, all roto

Show: The Bad Batch (arm removal)

Role: 3D arm (model, texture, animation, lighting, render), all compositing, all tracking, all roto

Show: 24 (van set extension)

Role: All compositing, all tracking, all roto

Show: Hit the Floor (crowd multiplication)

Role: All compositing and tracking

Show: Episodes (beach scene)

Role: All compositing, all tracking, all roto

Show: Touch (graveyard set extension)

Role: All compositing, all tracking, all roto

Show: Big History (robes to pants)

Role: All compositing, all tracking, all roto

Show: Graceland (face replacement)

Role: All compositing, all tracking, all paint, most roto

3D Reel (in order of appearance)

Show: Secrets of the Earth (earth)

Role: Model, texture, lighting, camera animation, render, all compositing.

Show: Deadliest Space Weather

Role: Texture, lighting, camera animation, render, all compositing.

Show: The Universe (Philae lander sequence)

Role: Environment models and texture, lander textures, rigging, animation, lighting, camera animation, render, most compositing.

Show: Deadliest Space Weather (earth too close to the sun)

Role: Earth and moon models and textures, animation, environment placement, lighting, cameras, render, compositing.

Show: Secrets of the Earth (water drops)

Role: Water texture, animation, lighting, camera animation, render, all compositing.

Show: Spider

Role: Spider model, texture, rigging, animation, lighting, render, compositing.

Show: The Story of God (temple rebuilding)

Role: Temple model, camera projection, animation, textures, lighting, render, all compositing.

Show: The Story of God (Gobeckli city)

Role: 3D model of city, most items in the city, all texturing, lighting, camera animation, rendering, compositing.

Show: The Story of God (Woman grinding corn)

Role: 3D set extension (models, texture, lighting, render, etc). All compositing.

Show: Big History (ice)

Role: Modeled all foreground items and ice, all textures, animation, lighting, render, compositing.

Show: Big History (Washington Monument)

Role: All 3D models, flag cloth sims, textures, animation, lighting, rendering, compositing.

Show: Big History (binary code)

Role: All work. 3D camera animation, 3D book model and animation, textures, lighting, all compositing.

Show: America's Secret Slang (word tank)

Role: All models, rigging, animation, textures, ground tracks, most compositing.