

### Shot:

#### 1) Legoland Windsor Resort TV Commercial

Role: Tracking, Lego block animation, modelling, shading, and animating Legomen.

Tools: Softimage, Arnold, PFTrack, Nuke

Created at: Smoke & Mirrors

#### 2, 3) South Bank Show Trailer

Role: Environment modelling, texturing, artwork and texture cleanup, lighting, rendering, and pre-compositing.

Tools: Softimage, Arnold, Photoshop, Nuke

Created at Lola Post Production

#### 4, 5, 6) John Carter

Role: Character modelling, rigging, animation, shape animation for 3D Rotoscoping. Strand simulation, lighting, rendering.

Tools: Softimage, ICE, Arnold, Nuke

Created at Lola Post Production

#### 7) The Bible

'Let there be Light' Nebula/Clouds Flythrough

Role: Particle and volume cloud simulation, lighting, rendering.

Tools: Softimage, ICE, MentalRay

Created at Lola Post Production

#### 8, 9, 10, 11) The Bible

'Pillar of Salt'

Role: Modelling, shape animation, 3D Roto, particle simulation, lighting, rendering, pre-compositing.

Tools: Softimage, ICE, Arnold, Nuke

Created at Lola Post Production

#### 12) Atlantis: End of a World, Birth of a Legend

'Firebombs'

Role: Lead Ocean TD, previz, firebomb animation, lighting, rendering, pre-compositing.

Tools: Softimage, ICE, aaOcean Shader, Nuke

Created at Lola Post Production

#### 13, 14) Atlantis: End of a World, Birth of a Legend

'Tsunami'

Role: Lead Ocean TD, previz, animaton, lighting, rendering, pre-compositing.

Tools: Softimage, ICE, aaOcean Shader, Nuke

Created at Lola Post Production

#### 15) America: Story of Us

'Bomb Drop'

Role: Texturing, animation, lighting, rendering.

Tools: Softimage, MentalRay, Photoshop

Created at Lola Post Production

#### 16) America: Story of Us

'Growing Towns Flythrough'

Role: Previz, growing town ICE setup, texturing, animation, lighting, rendering.

Tools: Softimage, ICE, MentalRay, Photoshop

Created at Lola Post Production

## **17, 18) America: Story of Us**

'Oil Wells'

Role: Set extension - Modelling, texturing, lighting, rendering, compositing.

Tools: Softimage, MentalRay, Photoshop, Nuke

Created at Lola Post Production

## **19) Ironclad**

Role: Castle set extension - Modelling, texturing, lighting, rendering.

Tools: Softimage, MentalRay, Photoshop.

Created at Lola Post Production

## **20) Planet Word**

'Flying Books'

Role: Tracking. Books - modelling, texturing, animation, lighting, rendering, Compositing.

Tools: Softimage, MentalRay, Photoshop, Nuke

Created at Lola Post Production

## **21) Planet Word**

'Chromosomes'

Role: Previz, modelling, texturing, animation, hair sim, lighting, rendering, Compositing.

Tools: Softimage, MentalRay, Nuke

Created at Lola Post Production

## **22) How the Universe Works 2: Megafares**

Role: Previz, magnetosphere curves and shader setup. Particle simulation, lighting, rendering, compositing.

Tools: Softimage, ICE, MentalRay, Nuke

Created at Lola Post Production

## **23, 24) Richard Hammonds Journey to the Centre of the Planet**

Role: Create shader and Nuke setup to allow the oceans to be drained off the Earth. Texturing, lighting, shading, rendering, and compositing.

Tools: Softimage, ICE, MentalRay, Nuke

Created at Lola Post Production

## **25, 26, 27) Mutant Chronicles**

'Steam Ships'

Role: Model and texture various parts of the ship, mostly gun turret, upper deck/control room sections and side panelling. Simulate and volume render all steam/smoke exhaust elements.

Tools: Softimage, MentalRay, Photoshop

Created at Men from Mars

## **28, 29) Mutant Chronicles**

'Steam Tanks'

Role: Model and texture various parts of the tank... wheels, wheels arms, loading ramps. Previz, animation, lighting, and rendering.

Tools: Softimage, MentalRay, Photoshop

Created at Men from Mars

## **30, 31, 32, 33) Mutant Chronicles**

'Clouds'

Role: Environment lighting, setup and rendering volume clouds.

Tools: Softimage, MentalRay, BA Shaders

Created at Men from Mars