

## Reel Breakdown

**Shots:** Madagascar 2

**Responsibilities:** Shot Setup, Lighting, Compositing, Rendering

**Software:** Dreamworks Proprietary Software

**Shots:** Golden Compass shots

**Responsibilities:** Lighting CG Elements (all animals are cg), Shot Setup, Rendering

**Software:** R&H Proprietary Software

**Shots:** Meet the Robinsons

**Responsibilities:** Lighting, Compositing, Rendering and Key Environment Lighting

**Software:** Disney Proprietary Software, Maya, Renderman and Shake

**Shots:** The Ant Bully

**Responsibilities:** Lighting, Compositing and Rendering

**Software:** Houdini, Renderman and Nuke

**Shot:** Toy Shelf

**Responsibilities:** Lighting, Compositing and Rendering

**Software:** Houdini, Renderman and Nuke

**Shots:** Bedroom Morning and Bedroom Dusk

**Responsibilities:** Lighting, Compositing and Rendering

**Software:** Lightwave and Nuke

**Shots:** Jimmy Neutron

**Responsibilities:** Lighting, Compositing and Rendering

**Software:** Lightwave and Digital Fusion

**Shot:** Alien acting like James Kirk from Star Trek: 2005 Animation Master Contest Winner

**Responsibilities:** Modeling, Texturing, Animation, Lighting, Matte Painting, Compositing and Rendering

**Software:** Hash's Animation Master and Digital Fusion

**Shot:** Alien in chair typing information

**Responsibilities:** Modeling, Rigging, Texturing, Animation, Lighting, Compositing and Rendering

**Software:** Lightwave and Digital Fusion