



Showreel intro:

I designed and composited this project, based on photos of my sculptures.

Psyop: "Inside the Happiness Factory"      role: Compositor

Combined multipass CGI renders and matte paintings in HD resolution, while maintaining color continuity across multiple shots.

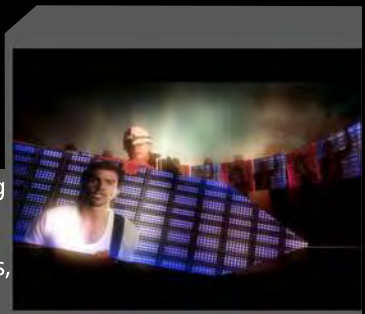


Curious Pictures: "Crunchers"      role: Compositor

Massive amounts of paint, roto, and cleanup were required to remove damage to the stop motion puppets and their set. Animated lip sync and facial animation in After Effects.

Aggressive: Juanes, "Me Enamora"      role: tracking, keying

Shot on greenscreen, all the moving signs were blue material. I tracked the signs, painted out tracking markers, created mattes, and matched shutter angle for motion blur.



Mass Market: Dodge "Fairy"      role: rig removal, paint, roto

A wire rig suspending the actress crossed in front of her as she rotated. I reconstructed the obscured areas and matched them to the original plate. I also painted out a bulky hip harness.

Psyop: "Inside the Happiness Factory"      role: Compositor

Challenges for this shot included tweaking tiny facial details, weather and effects animated with particles in After Effects, and atmospheric haze and blur.



Psyop: "Happiness Factory 2"      role: Compositor

Multiple versions of liquid simulations were combined in composite, with real footage of cola bubbles, fizz, and multiple lighting passes from CG to create this product shot.

Click3x: Mark Ronson "Stop Me"      role: Compositor

I composited 40 shots for this music video. Reflections, shadows, and bounced color fuse these animated elements in the scene.



Reel Intro, 2006

I designed, modeled, animated, lit, textured, and composited this personal project.

Optic Nerve: Ecko "Stampede"      role: co-director/producer

I collaborated on design, direction, and producing this project. I set the schedule and managed all the animators and artists as a line producer while compositing all the final shots.





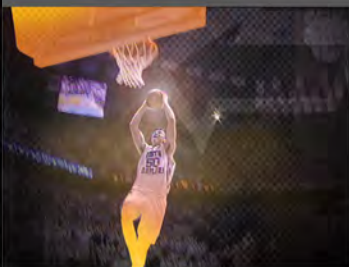
Optic Nerve: Ecko "Stampede" role: co-director/producer

We combined hand drawn, stop motion, and CG animation. The city backgrounds were constructed from paper, arranged, lit, and photographed.



Psyop: "Happiness Factory 2" role: Composer

Over 100 CG renders and mattes were combined for this composite. Depth of field and atmospheric haze were created in the composite stage.



Perception: ESPN College Basketball role: Composer

Some creative roto and design elements were used to unify game footage from multiple sources in this spot.



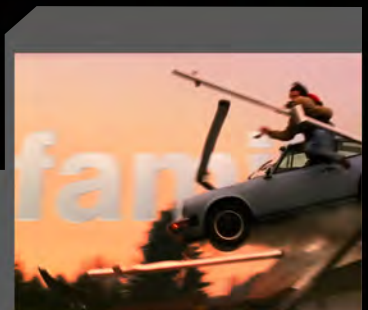
Digital Arts: "Cosmic" role: Composer

I assembled and animated this project, made entirely from public domain images from NASA. Created under the direction of Axel Erickson at Digital Arts.



Tarmac Films: "Kick Ass TV" role: animation/design

This project is a combination of a 3D model head tracked to a live action body and a city built from photographs.



The Ebeling Group: "ABC Family" role: Lead Roto Artist

I lead a team of roto artists to deliver multiple spots. I applied tracking data to splines, and set up all the roto shapes and scene files. The job delivered a week early.



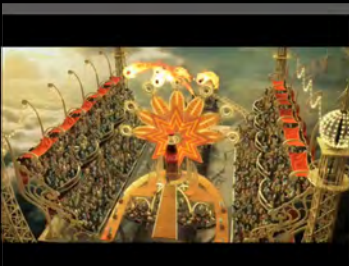
Mass Market: Mitsubishi "Song" role: Roto Artist

Cars were roto-scoped for duplication, color correction, and timing. There were only a few cars, shot multiple times, and some required roto to change the paint color.



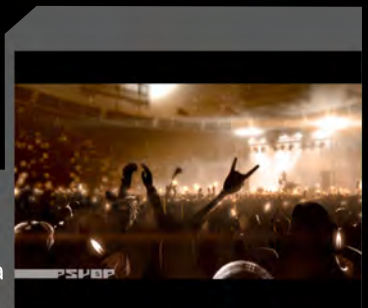
Psyop: Bouygues Telecom role: roto design

The color of the actors was achieved by tons of detailed roto mattes. The color blobs on the actors were tracked in and manually animated with mask shapes.



Psyop: "Happiness Factory 2" role: composer

A deeply complex shot- lots of fx passes, animated lights on the stage, and tons of characters and mattes. This project was a fantastic learning experience.



Psyop: Guinness "Show" role: Composer

The dark scene was a challenge to composite- keeping detail without sacrificing the mood was important. Many of the arena and stage lights were built in comp.



Psyop: "Happiness Factory 2"

role: compositor

This shot required some R&D and some creative compositing solutions. I developed a hi resolution technique to create the condensation on the bottle. The technique used on the other

shots would have required hours of rendering for each frame if it were used at such a high resolution required for this shot. I also modified the glass at the bottom of the bottle to match the look of an antique Coca-Cola bottle.



Psyop: Bouygues Telecom

role: roto design

The colored shapes on the car and actors were created with rotomattes and tracked onto the footage.



Psyop: "Happiness Factory 2"

role: Compositor

One of roughly 20 shots I composited for this project, this shot includes foreground cloud elements I created using Particular in After Effects. I imported the 3d camera to match elements

in many of these shots.



Demo reel outro:

Hand made models photographed on a physical set. Lighting and neon signs modified in composite.