Reel Breakdown

The Bad Guys (2022): *00:03 - 00:08*
[Houdini/Nuke/Moonray Renderer]

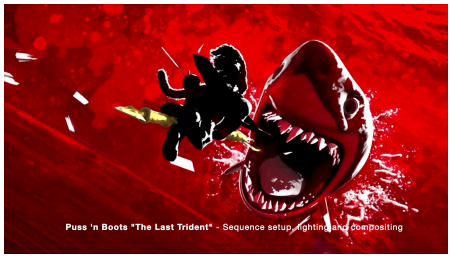
- Shot lighting, rendering, and comp of all elements to completion
- Integrated hand-drawn animated graphics from Anim in comp to produce “painterly” motion-blur
- Utilized “point to lights” for street lights
  - Generate multiple lights from one referenced lighting setup
  - At render time, propagate lights to designated geometry
- Implemented various comp techniques to create painterly/graphic look - ie. flattened lighting, graphic rims, speed

Kung Fu Panda 4 (2024): *00:08 - 00:12*
[Houdini/Nuke/Moonray Renderer]

- Scene setup
- Shot lighting, rendering, and comp of all elements to completion
- Adjusted FX in comp to create final look

The Wild Robot (2024): *00:12 - 00:18*
[Houdini/Nuke/Moonray Renderer]

- Scene setup
- Shot lighting, rendering, comp of all elements to completion
- Setup and rendered atmo, haze, god-rays
- Utilized RGB “paint strokes" sprites rendered from Houdini to create painterly effect in atmo
- Painterly textures from lookdev are adjusted in comp to further enhance color, texture, overall painterly look

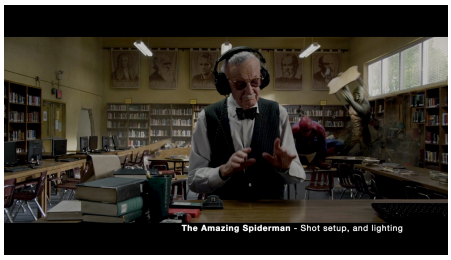


Puss n Boots "The Last Trident" (2022): *00:18 - 00:22*
[Houdini/Nuke/Moonray Renderer]

- Sequence setup/Lead Lighting
  - Setup lighting and comp templates for a team of 5 artists to use
- Shot lighting, rendering and comp of all elements to completion
- Assisted artists with troubleshooting and gave artistic feedback
- Created graphic "red and black" effect in comp to be used throughout sequence
- Painterly look of film utilized several comp techniques
  - Gizmos for painterly look of eye specs
  - Painterly glows
  - Painterly depth of field
  - Graphic rims
- Rendered RGB "paint stroke" sprites in Houdini and applied in comp

The A-Team (2010): *00:22 - 00:27*
[Proprietary lighting, comping and rendering software]

- Environment layout, lighting, and rendering of clouds using Houdini
- Adjusted shader parameters (advection, density, forward/back scattering) to achieve desired look of clouds
- Helped design and implement lighting tool for sequence renders using Mantra
- Generated animated panoramic renders of cloud environment for character lighting



The Amazing Spiderman (2012): *00:27 - 00:34*
[Katana/Nuke/Arnold renderer]

- Scene setup
- Setup IBL rig
- Shot lighting and rendering of all elements

The Wolfman (2009): *00:34 - 00:37*
[Proprietary lighting, comping and rendering software]

- Scene setup
- Shot lighting and rendering of all elements
- Designed/utilized animated light rig to represent jitter of fire light in render
- Rendered raytraced reflections of FX fire elements into fur to generate a “fire pass” applied in compositing
- Implemented 2D light metering techniques to simulate fire flicker per each light rendered; metered from the FX element render of the fire

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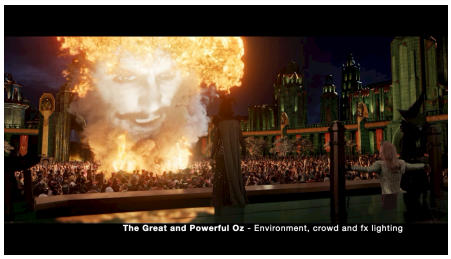

The Great and Powerful Oz (2012): *00:37 - 00:39*
[Katana/Nuke/Arnold renderer]

- Shot setup, lighting setup and rendering of all elements:
  - Environment buildings
  - FX smoke
  - FX fire
  - Projected face footage onto FX smoke
  - Crowd

Smallfoot (2018): *00:39 - 00:45*
[Katana/Nuke/Arnold renderer]

- Scene setup
- Shot lighting, rendering, and comp
- Used Nuke’s Deep Compositing for holdouts, and matte generation
- Mentored new hires
- Utilized Arnold’s adaptive sampling at medium quality for noise reduction

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Lego Batman (2016): *00:45 - 00:52*
[Maya/Nuke/RSS and Glimpse renderer]

- Sequence setup
- Shot lighting, rendering and comp to completion
  - Lit and comped entire sequence (17 shots)
- Mentored new hires

Trolls: Band Together (2023): *00:52 - 00:56*
[Houdini/Nuke/Moonray Renderer]

- Shot lighting, rendering, and comp to completion
- Optimization to reduce high render times and CPU usage for upclose characters

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Trolls: Band Together (2023): *00:56 - 01:03*
[Houdini/Nuke/Moonray Renderer]

- Sequence setup
- Shot lighting, rendering, and comp to completion
  - Lit and comped majority of shots in sequence (22 shots)

The Wild Robot (2024): *01:03 - 01:07*
[Houdini/Nuke/Moonray Renderer]

- Scene setup
- Shot lighting, rendering and comp of all elements to completion
- “Brush stroke” style plants created by anim and adjusted in comp with show specific tools for stylized painterly look

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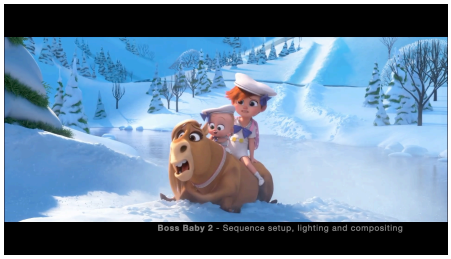

Boss Baby 2 (2021): *01:07 - 01:13*
[Houdini/Nuke/Moonray Renderer]

- Sequence Setup
- Shot setup of lighting, and comp
- Shader adjustment of FX elements in order to properly integrate in render

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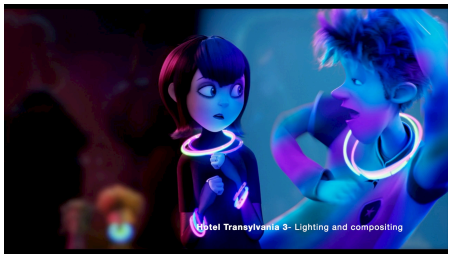
Trolls Holiday in Harmony (2021): *01:13 - 01:16*
[Houdini/Nuke/Moonray Renderer]

- Lighting, rendering and comp of all elements to completion
- Multi-layer rendering of environment to optimize heavy textured geo and address depth of field issues
- Use of Neat for noise reduction

Trolls World Tour (2019): *01:16 - 01:18*
[Houdini/Nuke/Moonray Renderer]

- Lighting, rendering and comp to completion
- Multi-layer rendering to optimize renders of large crowds
- Use of Neat for noise reduction



Hotel Transylvania 3 (2018): *01:18 - 01:24*
[Katana/Nuke/Arnold renderer]

- Scene setup
- Shot lighting, rendering and comp of all elements to completion

The Great and Powerful Oz (2012): *01:25 - 01:28*
[Katana/Nuke/Arnold renderer]

- Scene setup
- Shot lighting and rendering of all elements
- FX water on matte painting

Lego Ninjago (2017): *01:28 - 01:34*
[Maya/Nuke/RSS and Glimpse renderer]

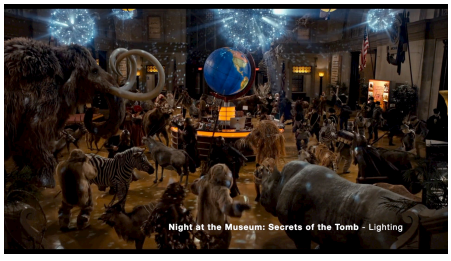
- Scene setup
- Shot lighting, rendering and comp of all elements to completion
- Utilized light propagation at render time for duplication similar lights - used on torches
- Optimization of large foliage set for rendering

Kung Fu Panda 4 (2024): *01:34 - 01:40*
[Houdini/Nuke/Moonray Renderer]

- Scene setup
- Shot lighting, rendering and comp of all elements to completion
- Worked with FX department to create timing of and look of brush stroke and lightening bolt
- Adjusted FX in comp to create final look

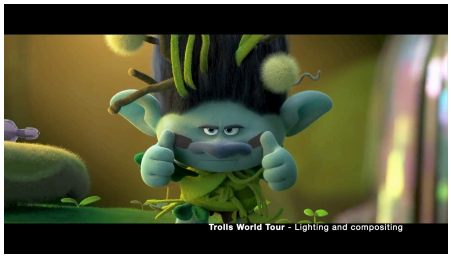
Angry Birds (2015): *01:40 - 01:45*
[Katana/Nuke/Arnold renderer]

- Shot lighting, rendering and compositing for stereo



Night at the Museum (2014): *01:45 - 01:48*
[Katana/Nuke/PRman renderer]

- Scene setup
- Shot lighting and rendering of all elements
- Lookdev for Rhino and two other non-furry characters using PRman



Trolls World Tour (2019): *01:48 - 01:58*
[Houdini/Nuke/Moonray Renderer]

- Lighting, rendering and comp of all elements to completion
- Use of Neat for noise reduction

The Wild Robot (2024): *01:58 - 02:20*
[Houdini/Nuke/Moonray Renderer]

- Light and comp from start to finish
- Shader adjustment on robot to balance textures for render
- Utilized show specific comp tools to adjust/enhance painterly look
- Optimization of furry character rendering:
  - Multi-layers rendering to compensate for large number of chars
  - Reduce detail based on camera distance
- Used Neat for noise reduction