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Show Reel 2010 Breakdown

(Approximate running time: 2:48)

Shot#1:		Moving Picture Company - CVS Commercial Lighting, Rendering, Modeling, Texturing, Tracking/Matchmoving and Pre-comp Tools used: Maya, Mental Ray, Boujou, Nuke, Photoshop
Shot#2:		Farm Fresh Entertainment - Short Film "Algorhythm" Lighting, Rendering, Dynamics, Animation, Compositing Tools used: Maya, Mental Ray, Nuke
Shot#3:		Farm Fresh Entertainment - Ascent Media Compositing, Green screen removal Tools used: Nuke
Shot#4:		Personal Work Lighting, Rendering, Texturing, Animation, Tracking/Matchmoving and Compositing Tools used: Maya, Mental Ray, PF Track, Digital Fusion and Photoshop
Shot#5:		Technicolor - Bakugan Lighting, Rendering and Pre-comp Tools used: Maya, Mental Ray, After Effects and Photoshop

Shot#6:		<p>Technicolor - Jurassic Hunter</p> <p>Lighting, Rendering and Pre-comp Tools used: Maya, Mental Ray, After Effects and Photoshop</p>
Shot#7:		<p>Technicolor - Chaotic</p> <p>Lighting, Rendering and Pre-comp Tools used: Maya, Mental Ray, After Effects and Photoshop</p>
Shot#8:		<p>Technicolor - Wii Rapala</p> <p>Lighting, Rendering and Pre-comp Tools used: Maya, Mental Ray, After Effects and Photoshop</p>
Shot#9:		<p>Technicolor - Big League Sports II</p> <p>Lighting, Rendering and Pre-comp Tools used: Maya, Mental Ray, After Effects and Photoshop</p>
Shot#10:		<p>Personal Work</p> <p>Modeling, Animation, Texturing, Lighting, Rendering and Compositing Tools used: 3D Studio Max, Vray, After Effects and Photoshop</p>
Shot#11:		<p>Personal Work</p> <p>Modeling, Animation, Texturing, Lighting, Rendering and Compositing Tools used: 3D Studio Max, Vray, After Effects and Photoshop</p>
Shot#12:		<p>DFS Construction - Housing Project</p> <p>Modeling, Animation, Texturing, Lighting, Rendering and Compositing Tools used: 3D Studio Max, Vray, Vue, After Effects and Photoshop</p>
Shot#13:		<p>Personal Work</p> <p>Animation, Texturing, Lighting, Rendering and Compositing Tools used: 3D Studio Max, Mental Ray, After Effects and Photoshop</p>