

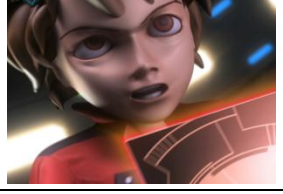




Eric Sanford
Generalist /Composer
Phone: 303.746.8316
ericjsanford@gmail.com

Show Reel 2010 Breakdown

(Approximate running time: 3:35)

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|---------|---|---|
| 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: |  | Technicolor - Bakugan Lighting, Rendering and Pre-comp Tools used: Maya, Mental Ray, After Effects and Photoshop |
| Shot#4: |  | Technicolor - Jurassic Hunter Lighting, Rendering and Pre-comp Tools used: Maya, Mental Ray, After Effects and Photoshop |
| Shot#5: |  | Technicolor - Chaotic Lighting, Rendering and Pre-comp Tools used: Maya, Mental Ray, After Effects and Photoshop |

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| Shot#6: |  | <p>Technicolor - Wii Rapala</p> <p>Lighting, Rendering and Pre-comp Tools used: Maya, Mental Ray, After Effects and Photoshop</p> |
| Shot#7: |  | <p>Technicolor - Big League Sports II</p> <p>Lighting, Rendering and Pre-comp Tools used: Maya, Mental Ray, After Effects and Photoshop</p> |
| Shot#8: |  | <p>Personal Work</p> <p>Lighting, Rendering, Texturing, Animation, Tracking/Matchmoving and Compositing Tools used: Maya, Mental Ray, PF Track, Digital Fusion and Photoshop</p> |
| Shot#9: |  | <p>Personal Work</p> <p>Modeling, Animation, Texturing, Lighting, Rendering and Compositing Tools used: 3D Studio Max, Vray, 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>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#12: |  | <p>Personal Work</p> <p>Animation, Texturing, Lighting, Rendering and Compositing Tools used: 3D Studio Max, Mental Ray, After Effects and Photoshop</p> |