



.Personal Project.

- .3D Tracking.
- .Modelling, shading, texturing, lighting and rendering the signs.
- .Compositing and integrating the cg elements into the plate and removing distracting objects.

.Law Abidding Citizen.

- .Rigid body simulation for the flying door and wheel animation.
- .Modelling, shading, lighting and rendering the tyre and door that fly off.

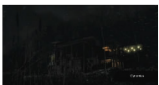


.Personal Project.

- .Modelling, shading, texturing, lighting and rendering the monkeyhead and background.
- .Shave and a haircut for the hair simulation on monkeyhead.
- .Compositing and integrating the cg elements into the plate.

.District 9.

- .3D Tracking.
- .Creation of particle sand within Maya for the cg creatures interaction (Used multiple times in the film).
- .MEL scripts to define the sand behaviour.



.Orphan.

- .Particle snow.
- .Creation of a MEL script for snow generation.

.Sanctuary.

- .Shading, texturing, lighting and rendering the Sanctuary building.



.District 9.

- .Creation of particle sand within Maya for the cg creatures interaction (Used multiple times in the film).
- .MEL scripts to define the sand behaviour.

.Orphan.

- .Rigid body simulation for the falling planks.
- .Particle simulation for the embers.
- .Shading and texturing the planks.

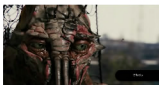


.Personal Project.

- .Modelling, shading, texturing, lighting and rendering the airplane.
- .Fluids for the foreground clouds.
- .Compositing and integrating the cg elements into the plate.

.Personal Project.

- .Modelling, shading, texturing, lighting and rendering the locusts.
- .Maya TRAX for the animation clip creation and distribution.
- .Compositing and integrating the cg elements into the plate.

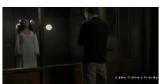


.District 9.

- .Flies behaviour animation used in various scenes through the film.

.Sanctuary.

- .Matchmoving the chair.
- .Rigib body simulation for the large pieces of debris and particle instancing for the smaller ones
- .Texturing and shading the cg chair.



.Sanctuary.

- .Shading, texturing, lighting and rendering the Cell room.

.Personal Project.

- .Modelling, shading, texturing, lighting and rendering of the Captain Morgan bottle and the background.
- .Realfow for the fluid simulation.
- .Color correction and elements composited in Nuke.



.Personal Project.

- .Modelling, shading, texturing, lighting and rendering the planet and bottle.
- .Particle instancing for the debris belt around the planet and Cloud particles for the nebulae.
- .Color correction and elements composited in Nuke.



.Orphan.
.3D Tracking.
.Particle embers.
.Fluids for the smoke enhancement.

.District 9.
.Creation of particle sand within Maya for the cg creatures interaction (Used multiple times in the film).
.MEL scripts to define the sand behaviour.



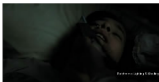
.District 9.
.3D Tracking.

.Personal Project.
.3D Tracking.
.Modelling, shading, texturing, lighting and rendering the car.
.Compositing, color correction and integration of the cg elements in the plate.



.Orphan.
.Particle snow.
.Creation of a MEL script for snow generation.

.District 9.
.3D Tracking.



.Orphan.
.Blade matchmoving.
.Shading and lighting for blade replacement.

.Sanctuary.
.Lighting and rendering the Sanctuary interior.



.Personal Project.
.Modelling, shading, texturing, lighting and rendering the locusts and airplanes.
.Building enhancements, sign replacements and addition of the biohazard logo on the truck
.Particle instancing for the swarm and point particles for the spray.
.Compositing and integrating the cg elements into the plate.