

VFX Reel- Shot List- 2022

THE MARCH- VR, DIGITAL DOMAIN- 2020- TEXTURE LEAD

- Textured Martin Luther King Jr. for rendering in both Unreal and Vray- including blood flow maps.

BEAUTY AND THE BEAST, DIGITAL DOMAIN -2017- TEXTURE LEAD

- Lead texture team to create multiple character, environment and prop maps.
- Textured the skin, fur and selected costume maps for the beast.
- Textured Belle's dress and comp elements.
- Textured scarred version of wolf.

HARRY POTTER AND THE ORDER OF THE PHOENIX, MPC -2007- TEXTURE ARTIST

- Textured environment assets. (*nostalgia*).

DARK SHADOWS, MPC -2012- TEXTURE ARTIST

- Textured ship/sculpture, dock elements

LIFE OF PI, MPC -2012- TEXTURE ARTIST

- Textured lizard
- Textured exterior ship
- Textured digital double of Pi

NIGHT AT THE MUSEUM- SECRET OF THE TOMB, DIGITAL DOMAIN -2014- TEXTURE LEAD

- Texture and Look dev of animated sculptures.

FURIOUS 7, DIGITAL DOMAIN -2015- TEXTURE/LOOK DEV ARTIST

- Textured car and exterior/undercarriage of bus.

SHADOW, DIGITAL DOMAIN -2018- TEXTURE LEAD

- Textured bladed umbrellas/various environment elements.

THOR, DIGITAL DOMAIN -2013- LIGHTING/LOOK DEV ARTIST

- Lighting/lookdev of Sleipnir (horse) and some soldiers.

READY PLAYER ONE, DIGITAL DOMAIN -2018- TEXTURE LEAD

- Lead team to create assets for stacked trailer environment.
- Textured 'Wade' versions- extreme face closeup, casual clothes, Haptic suit.
- Textured Haptic suit for 'screen character' on environment billboards