

DEMO REEL BREAKDOWN

Shots:

1. Description: **Dragon exploding from ocean**
Employer: BluFire Studios
Client/Project: *Dawn of the Dragonslayers* film
Elements worked on: Compositing
Software used: After Effects

2. Description: **Dragon emerging from trees**
Employer: BluFire Studios
Client/Project: *Age of the Dragons* film
Elements worked on: Matchmoving, compositing
Software used: SynthEyes, After Effects

3. Description: **Dragon harpooning (sequence)**
Employer: BluFire Studios
Client/Project: *Age of the Dragons* film
Elements worked on: Matchmoving, compositing
Software used: SynthEyes, After Effects

4. Description: **Dead dragon in snow**
Employer: BluFire Studios
Client/Project: *Age of the Dragons* film
Elements worked on: Matchmoving, compositing
Software used: SynthEyes, After Effects

5. Description: **Attack on Ft. McHenry**
Employer: RF Animation LLC
Client/Project: US Navy / Smithsonian Institute
Elements worked on: Matchmoving, rendering, matte painting, compositing
Software used: SynthEyes, Maya, Nuke

6. Description: **SH60 Seahawk in flight**
Employer: RF Animation LLC
Client/Project: US Navy NUWRC
Elements worked on: Shading, rendering, compositing
Software used: Maya, Nuke

7. Description: **SH60 Seahawk torpedo drop**
Employer: RF Animation LLC
Client/Project: US Navy NUWRC
Elements worked on: Shading, rendering, compositing
Software used: Maya, Nuke
8. Description: **Frigate hit by torpedo**
Employer: RF Animation LLC
Client/Project: US Navy NUWRC
Elements worked on: Rendering, compositing
Software used: Maya, Nuke
9. Description: **Dragon landing**
Employer: BluFire Studios
Client/Project: *Age of the Dragons* film
Elements worked on: Compositing
Software used: After Effects
10. Description: **Tire tracks on face (sequence)**
Employer: Sandman Studios
Client/Project: *Pushing Daisies*, ABC Television
Elements worked on: Planar tracking, compositing
Software used: Mocha, After Effects
11. Description: **Dragon on castle tower**
Employer: BluFire Studios
Client/Project: *Dawn of the Dragonslayers* film
Elements worked on: Compositing
Software used: After Effects
12. Description: **Harbor environment**
Employer: BluFire Studios
Client/Project: *Age of the Dragons* film
Elements worked on: Modeling, texturing, shading, rendering, compositing
Software used: Maya, Nuke, After Effects
13. Description: **Skydiver (sequence)**
Employer: RF Animation LLC
Client/Project: *The Guardians* film
Elements worked on: Environment, rendering, compositing
Software used: Maya, After Effects
14. Description: **Dragon approaching**
Employer: BluFire Studios
Client/Project: *Dawn of the Dragonslayers* film
Elements worked on: Compositing
Software used: After Effects

15. Description: **Dragon stabbed**
Employer: BluFire Studios
Client/Project: *Dawn of the Dragonslayers* film
Elements worked on: Compositing
Software used: After Effects
16. Description: **Donkey salesman**
Employer: BluFire Studios
Client/Project: Television commercial
Elements worked on: Tracking, rotoscoping, compositing
Software used: Mocha, After Effects
17. Description: **Pigman in cage**
Employer: RF Animation LLC
Client/Project: Technical demo
Elements worked on: Matchmoving, texturing, compositing
Software used: SynthEyes, Maya, After Effects
18. Description: **Donkey answering phone**
Employer: BluFire Studios
Client/Project: Television commercial
Elements worked on: Matchmoving, rotoscoping, compositing
Software used: SynthEyes, Mocha, After Effects