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2009 Shot Breakdown



Drag me to Hell | 2009 © 20th Century Fox
Studio: Curse Productions
Created using Nuke, and Mocha

Work included green screen compositing (including tool creation in Nuke), matchmove, merging multiple performances (in some instances just heads or arms), roto, paint, shot stabilization, and wire removal.

All final composites for picture.



Paul Blart: Mall Cop | 2009 © Sony Pictures
Studio: Framework
Created using Nuke, and Motor

Replaced main characters shirt and removed tie for a series of shots using matchmove, roto and paint.

All final composites for picture.



The Muppets | 2008 © Walt Disney Interactive
Studio: Reality Check Studios

Created using Nuke, Shake, Motor, and Maya

Lead artist in charge of green screen keying, paint out of control rods, and creation and compositing of CG elements including scene replacement and animated props.



E*Trade iPhone App | 2009 © E*Trade
Financial Corp

Agency: Grey New York

Studio: Speedshape

Created using Nuke

Lead composite artist in charge of green screen keying, additional animation of hands and screen movement, color timing, and final look. Entire project was created using a 3D camera in Nuke to create the camera moves and cuts.



Bedtime Stories | 2008 © Disney Pictures

Studio: Framework

Created using Nuke, and Maya with Mental Ray

Created an alternate open for the film. 3D fluid cloud creation and composite, creation of raindrops with real environment based reflections and refractions.