






JAN MAJOR – REEL SHOT BREAKDOWN

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Note: Shot lighting includes lighting of characters and environment unless otherwise stated.

	<p>Tomb Raider Underworld Cinematic - Crystal Dynamics \ Eidos. Modeled and textured Environment. Setup lighting and shaders, setup render passes, completed shot lighting, rendering and compositing.</p>
	<p>Prototype Cinematic Trailer - Radical \ Activision Set dressing and setup of FG environment elements, and shader tweaking.. Lighting, rendering and compositing.</p>
	<p>Prototype Cinematic Trailer - Radical \ Activision Set dressing and setup of FG environment elements, modeling and texturing of buildings. Lighting, rendering and compositing.</p>
	<p>Dantes Inferno Cinematics - EA Environment modeling, texturing, shaders, light setup. Shot lighting, rendering and compositing.</p>
	<p>Dantes Inferno Cinematics - EA Environment modeling, texturing, shaders, light setup. Shot lighting, rendering and compositing.</p>



Dantes Inferno Cinematics - EA

Environment modeling, texturing, shaders, light setup. Shot lighting, rendering and compositing.



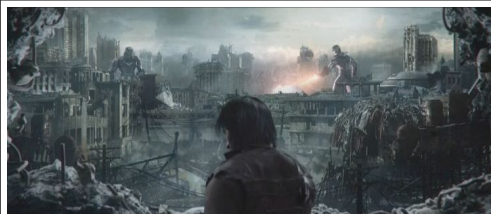
Dantes Inferno Cinematics - EA

Environment modeling, texturing, shaders, light setup. Shot lighting, rendering and compositing.



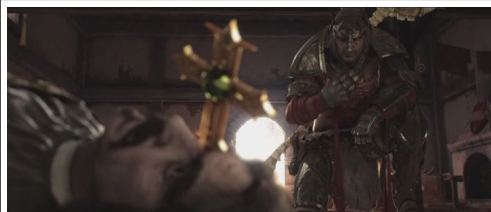
Dantes Inferno Cinematics - EA

Environment modeling, texturing, shaders, light setup. Shot lighting, rendering and compositing.



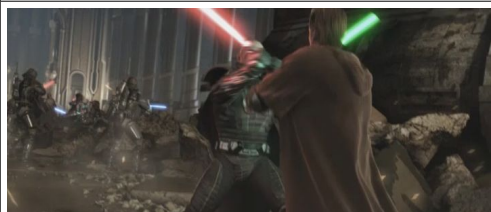
X-Men Origins: Wolverine Cinematics – Activision

Uprezzing / set dressing FG. Matte placement and card setup. Shot Lighting Rendering Compositing.



Dantes Inferno Cinematics - EA

Environment modeling, texturing, shaders, light setup. Shot lighting, rendering and compositing.



Star Wars The Old Republic E3 Trailer - Lucas Arts \ Bioware

Set Dressing, shot lighting, rendering, compositing.



Star Wars The Old Republic E3 Trailer - Lucas Arts \ Bioware

Set Dressing, shot lighting, rendering, compositing.



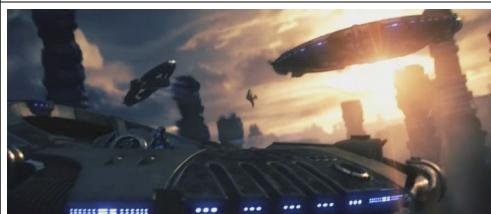
Star Wars The Old Republic E3 Trailer - Lucas Arts \ Bioware

Set Dressing, shot lighting, rendering, compositing.



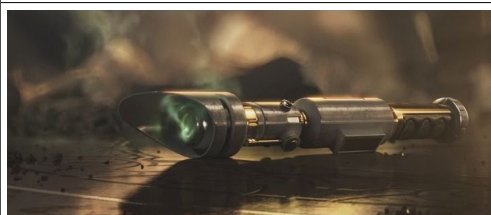
Batman Arkham Asylum 2 Teaser - Rock Steady \ Eidos

Setup of FG elements from existing assets, breakup of matte painting onto projection cards in 3d, shot lighting rendering and compositing.



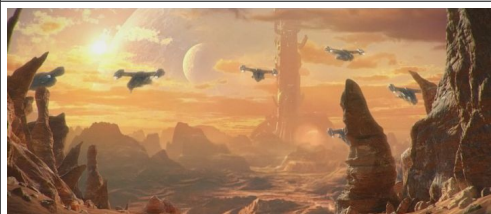
Dark Void Cinematic Trailer – Capcom

Setup of Environment using existing assets, shot lighting, rendering and compositing.



Star Wars The Old Republic E3 Trailer - Lucas Arts \ Bioware

Set Dressing, environment placement, shot lighting rendering compositing.



Section 8 Cinematic - TimeGate Studios

FG environment modeling and texturing, shot lighting rendering and compositing.



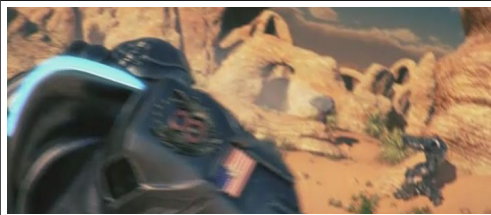
Transformers Cybertron Trailer - High Moon \ Hasbro

Environment modeling and texturing. Shot lighting rendering and compositing.



Section 8 Cinematic - TimeGate Studios

Environment set dressing, shot lighting rendering and compositing.



Section 8 Cinematic - TimeGate Studios

Environment set dressing, shot lighting rendering and compositing.



Transformers Cybertron Trailer - High Moon \ Hasbro

Environment modeling and texturing. Shot lighting rendering and compositing.



Star Wars The Old Republic E3 Trailer - Lucas Arts \ Bioware

Set Dressing, shot lighting, rendering, compositing.



Star Wars The Old Republic E3 Trailer - Lucas Arts \ Bioware

Set Dressing, shot lighting, rendering, compositing.



Dark Void Cinematic Trailer – Capcom

Setup of Environment using existing assets, shot lighting, rendering and compositing.



Tomb Raider Underworld Cinematic - Crystal Dynamics \ Eidos.

Modeled and textured Environment. Setup lighting and shaders, setup render passes (except for FX), completed shot lighting, rendering and compositing. - Not responsible for character lighting in this shot.

- END SHOT BREAKDOWN -