

Shot #	Project	Description
1	Battleship (2012)	Asset Ingestion, Lighting, Shading, Rendering
2	Immortals (2011)	Layout, Modeling, Modeling TD
3	Hereafter (2010)	Layout, Modeling, Modeling TD, Cloth Sims
4	Immortals (2011)	Layout, Modeling, Modeling TD
5	Super 8 (2011)	Modeling, Modeling TD, Damage Morphs, Rigging
6	Avengers (2012)	Asset Ingestion, Modeling TD
7	Battleship (2012)	Asset Ingestion, Modeling
8	Super 8 (2011)	Modeling TD, Damage Morphs, Rigging
9	Battleship (2012)	Layout, Modeling, Modeling TD
10	Battleship (2012)	Layout, Modeling, Modeling TD
11	Battleship (2012)	Layout, Modeling, Modeling TD
12	Super 8 (2011)	Modeling TD, Damage Morphs, Rigging
13	Hereafter (2010)	Environment Modeling, Character Modeling, Modeling TD
14	Hereafter (2010)	Environment Modeling, Character Modeling, Modeling TD, Vehicle Modeling
15	Hereafter (2010)	Environment Modeling, Character Modeling, Modeling TD, Debris Modeling
16	2012 (2009)	Environment Modeling, Modeling TD
17	Immortals (2011)	Layout, Modeling
18	Super 8 (2011)	Modeling TD, Damage Morphs, Rigging
19	2012 (2009)	Modeling, Modeling TD
20	Battleship (2012)	Asset Ingestion, Layout, Modeling, Modeling TD
21	Hereafter (2010)	Environment Modeling, Character Modeling, Modeling TD, Vehicle Modeling
22	Hereafter (2010)	Environment Modeling, Modeling TD
23	Hereafter (2010)	Environment Modeling, Character Modeling, Modeling TD, Vehicle Modeling
24	Super 8 (2011)	Modeling TD, Damage Morphs, Rigging
25	Immortals (2011)	Layout, Modeling
26	2012 (2009)	Environment Modeling, Modeling TD
27	Super 8 (2011)	Modeling, Modeling TD, Damage Morphs, Rigging
28	Super 8 (2011)	Modeling, Modeling TD, Damage Morphs, Rigging
29	2012 (2009)	Asset Ingestion, Modeling, Modeling TD
30	Battleship (2012)	Layout, Modeling, Modeling TD
31	Battleship (2012)	Modeling, Modeling TD
32	Avengers (2012)	Asset Ingestion, Simulation Model, Modeling TD
33	2012 (2009)	Environment Modeling, Modeling TD
34	2012 (2009)	Environment Modeling, Modeling TD
35	Immortals (2011)	Environment Modeling
36	Battleship (2012)	Asset Ingestion, Layout, Modeling, Modeling TD
37	Hereafter (2010)	Environment Modeling, Modeling TD
38	Immortals (2011)	Layout, Modeling