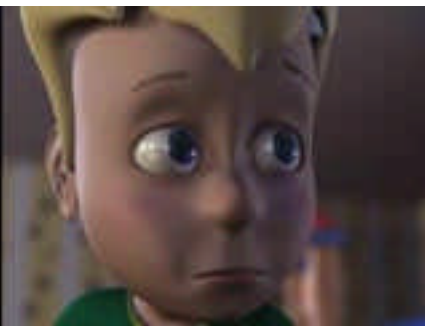




Gordon Biersch spec spot
All work
LightWave 8.0



EJ with the Cars
Lighting
LightWave 7.5



School's Out
Lighting, FX
LightWave 7.5



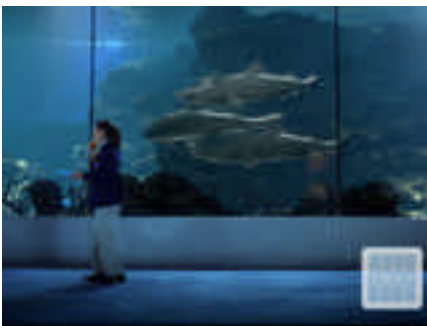
Johnny Rides Up
Lighting, Compositing
LightWave 7.5, Digital Fusion



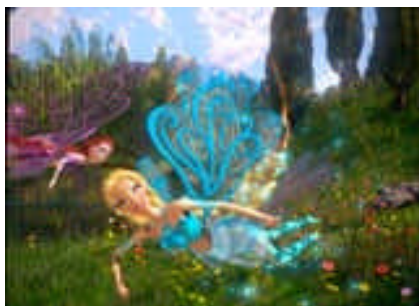
Juicy Slice of Mango/Water on Window
All work/waterdrop FX
LightWave 8.3



Cache Creek
Lighting
LightWave 8.0



McDonalds – Shark Bait
Lighting, underwater environment modelling & FX (all CG above concrete footwall)
LightWave 8.3



Barbie Fairytopia (Mattel spot)
Environmental lighting, FX, vegetation, sparkles
LightWave 8.0



Court Jester Corporate Logo
All Work (based on original design by Jordan Robbins)
LightWave 7.5



"Surface" Episode 109 – Escape
Lighting, compositing, animation, weather/rainFX
LightWave 8.3, AfterEffects 6.5



Serenity Takes Off
Lighting, Weather/Rain FX
LightWave 8.3



Q35 Jumpjet
All work (original ship concept by Bram Lambrecht)
LightWave 7.5, AfterEffects 5.5



Derek Dives
Lighting, set, water/splash FX
LightWave 7.5



"Surface" Episode 108 – Bathysphere Dives
Lighting, compositing, animation, underwater FX
LightWave 8.3, AfterEffects 6.5



Surface Episode 111 – Nim in the Aquarium
Lighting, water FX, compositing (CGI water plane, "Nim", black aquarium frame holdout, all else live plate)
LightWave 8.3, AfterEffects 6.5



Nissan 350z
Lighting, compositing, weather/rain FX
LightWave 8.0



Attack over Fermilab
Lighting, compositing + FX
LightWave 7.5



Suicide Seto
All work except BG (stock photo)
LightWave 7.5, AfterEffects 5.5



Memories of War: Supply Drop
Lighting + Enviro FX (post FX by Rhythm & Hues Black Box)
LightWave 7.5



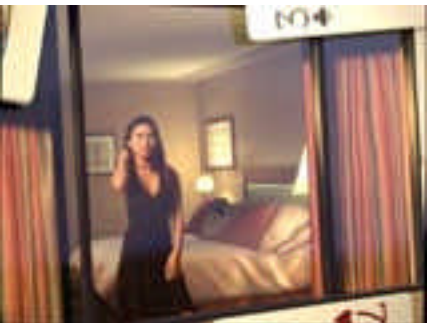
Dune harvester
Lighting, texturing, environmental FX
LightWave 6.5



Martika
Lighting, set, weather FX
LightWave 7.5



Ocean Rescue
All work
LightWave 7.5



Cache Creek
Lighting (CG elements)
LightWave 8.0



Derek and the Hole
Lighting, texturing, grass
LightWave 7.5

End screen background: EJ and Friends on the Balloon
Lighting, environment, texturing
LightWave 7.5

Reel edited using Adobe Premiere 6.0