



Gordon Biersch Spec Spot
All work
LightWave 8.x



CoinMan Coalesce
Lighting, surfacing, dynamics
LightWave 9.x



BattleStar Galactica: Daybreak Part 2
Explosion VFX
LightWave 9.6



Surface Episode 1.9
Lighting, environment/fluid FX, compositing
LightWave 8.x, AfterEffects 6.5



Eggs of Evil
All work
LightWave 7.x



Life After People Lincoln Memorial
Surfacing, lighting, vegetation
LightWave 9.x



Battlestar Galactica Daybreak Part 2
Explosion VFX
LightWave 9.6



Infestation: Stanchions
Lighting, shadows/masking, final composite
LightWave 9.x, AfterEffects CS2



Serenity Repair Yard
Weather FX, fluid and particle dynamics, wetness surfacing
LightWave 8.x



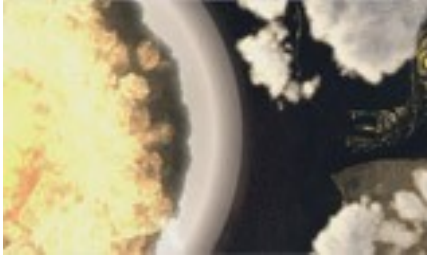
Serenity Ending Take off
Weather FX, fluid and particle dynamics, wetness surfacing
LightWave 8.x



Surface Episode 1.12
Water FX, lighting, compositing
LightWave 8.x, AfterEffects 6.5



Surface Episode 1.13
WaterFX, lighting, compositing/roto
LightWave 8.x, AfterEffects 6.5



Battlestar Galactica: The Plan
Explosion VFX and scene elements
LightWave 9.x



Nissan in Rain spec spot
Lighting, weather and fluid FX
LightWave 8.x



Slice of Melon spec spot
All work
LightWave 8.x



Wet Window fluid FX spec spot
Lighting and fluid FX
LightWave 8.x



McDonalds' "*Shark Bait*"
Aquarium environment & lighting, water FX
LightWave 8.x



Battlestar Galactica: Caprica Pilot
Explosion VFX
LightWave 9.x



Battlestar Galactica: Caprica Pilot
Explosion VFX
LightWave 9.x



Infestation: Scurrying Bug in Night Vision
Lighting, shadows/masking
LightWave 9.x



Infestation: Queen Egg Laying
Lighting, shadows/masking, fluid elements, some compositing
LightWave 9.x, AfterEffects CS2



Virtuality: Captain's Departure
CGI background
Vue D'Esprit 6.0



Bats II: Human Harvest
Bat flight paths, water/wetness & weather FX, compositing
LightWave 9.x, AfterEffects CS



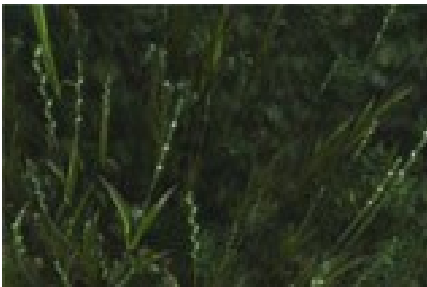
Life after People highway scene
All work minus car model
LightWave 9.x, AfterEffects 7



Q35 jumpjet
All work (ship design by Bram Lambrecht)
LightWave 7.x



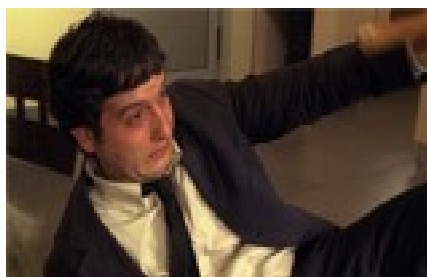
Battlestar Galactica: The Plan
Nuke VFX
LightWave 9.x



Virtuality Opening Sequence
ALL CGI elements
LightWave 9.x, Vue D'Esprit 6.0



Sleepin' wit da' fishes spec spot
All work except Mugsy model
LightWave 8.x



Infestation: Bug Attack in Kitchen
Lighting, shadow elements
LightWave 9.x



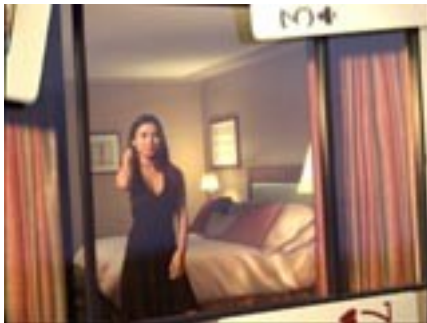
Surface Episode 1.10
Water environment, lighting
LightWave 8.x



Jeep Volcano
Particle FX
LightWave 7.



NationWide “Butterfly Effect”
Boat texturing & lighting, trailer model, some final shot compositing
LightWave 7.x, Nuke 3.x



Cache Creek
Lighting
LightWave 7.x



Powerful Cigarettes
All work
LightWave 7.x, Icarus 2.x (tracking), AfterEffects 5.5



Temple Birds
All work
LightWave 5.0



Court Jester Creations corporate logo
All work
LightWave 7.x



Bats II: Human Harvest
Bat flight paths, forest environment
LightWave 9.x, AfterEffects CS, Vue 6.0



Virtuality opening sequence
Vegetation animation & setup, lighting, matched to blend into live plate
LightWave 9.x