

Robert Winfield

310-709-8963

big-electric-cat@robwinfield.com

www.robwinfield.com

SHOT BREAKDOWNS

2012: Logan

Call of Duty Elite: Join Up, Soldier (Commercial)

* **Gun holster removal:** removal of unapproved gun holster element for approx. 30 shots.

* **Game footage paintwork:** clean-up of render errors and unwanted elements in game footage.

2011: Big Block

Fiat 500 Gucci: Elegance feat. J'Lo (Commercial)

* **Signage and road clean-up:** removal of storefront signs, camera shadows/reflections, street cones.

* **Dash & speedometer revisions:** replacement of digital readouts, gas gauge, and icons.

* **Sky replacements:** replaced blown-out overcast skies to match sunny afternoon.

* **Light artifacts and lens effects:** augmented in-camera lens flares and artifacts with additional lighting effects to enhance magical feel.

Fiat 500: My World feat. J'Lo (Commercial)

* **Signage and road clean-up:** removal of storefront signs, camera shadows, street cones, unwanted pedestrians.

* **Dash & speedometer revisions:** replacement of digital readouts, gas gauge, and icons.

* **J'Lo beauty work:** smoothing of facial wrinkles, thinning of cheeks and neck, removal of dark circles under eyes, touch of finger wrinkles and retouch of fingernails.

* **US to EU conversion:** CG & 2D fixes to transform US car to European car; includes swaps to bumpers, license plates, headlights, side mirrors, wheel well reflectors, dash and steering wheel.

2011: Method Studios **Project X (Feature Film)**

* **Flamethrower explosion:** 2D comp of exploding flamethrower worn by drunk partygoer; 2D explosion and fire plates; interactive lighting; removal of exploded gas tanks.

* **Tree ignited by flamethrower:** handheld shot of flamethrower engulfing tree; 2D comp with hand-tracked tree leaves and engulfing fire; extension and reshaping of flamethrower plume; interactive lighting and window reflections.

* **Neighborhood clean-up of hand-held shots:** Removal of lighting rigs, gas-line hoses, unwanted crew members, and camera cranes from neighborhood that is engulfed in fire.

* **Blending of multiple plates to mimic one-take hand-held shot:** multiple plates and takes combined by dovetailing incoming plate to outgoing plate through warping and comp techniques.

2011: Digital Domain

Gears of War 3: Walls of Brotherhood

(Teaser Campaign in 5 Spots)

* **Wall carving replacement of exploding walls:** Replaced multiple wall panel etchings of GOW characters on exploding walls to improve readability; utilizing 2D warping techniques, hand-tracking, and a variety of keying techniques to restore foreground debris, fire, and interactive lighting.

* **Introducing parallax to 2D repos and camera post-moves:** Rebuilt multiple shots as 3D comps utilizing cards to introduce parallax; added additional smoke, dust, and volumetric lighting.

* **Conform:** Final edit, color grade to match GOW palette, and finishing.

Xfinity: US & Spanish Q6 Re-Launch (Commercial)

* **Conform:** Final edit, color corrections, and finishing.

* **Titling:** Legal, supers, and endpage layouts.

Brothers in Arms: Furious 4 (E3 Video Game Trailer)

* **Conform:** Final edit, color corrections, and finishing.

Children's Healthcare of Atlanta: Strong4Life(PSA)

* **Giant-sized children integrated into city plates:** Similar to the David Fincher-directed Rolling Stones video "Love is Strong," giant-side children play hide-and-seek in the city of Atlanta; greenscreen plates of children are tracked and comped into exterior city plates;

* **Re-lighting :** 2D re-lighting of both children and buildings for improved integration; also additional shadows, highlights, and reflections added.

2011: Sony Pictures Imageworks

Green Lantern (Feature Film)

* **Training platform sequence:** Numerous composites of bluescreen head plates comped with all CG Hal and Sinestro Green Lantern suits

* **Neck integration:** Complex neck integrations with CG collars, involving extensive tracking and warping.

* **Ring & Sword Constructs:** Green Lantern ring and construct effects for sword duel between Hal and Sinestro, including de-materialization effect.

* **Oa landscapes:** Full pan & tile CG environments of planet Oa including cityscapes, spaceships, and alien sky; foreground training platform and buildings.

2011: Digital Domain

Thor (Feature Film)

* **Frost giant baby:** Color correction and matting techniques to create believable blue baby.

* **Blue baby transitioning to human:** 2D matte techniques to create sophisticated transition from frost giant skin to human flesh.

- * **Baby scarification:** creation, tracking, and integration of tribal scarification and veins on baby head and chest, all without the aid of tracking markers, utilizing camera/object tracks, bilinear surfaces, and deformation grids.
- * **Plate clean-up:** Lighting rig removal.

Dr. Pepper: Thor Cross-Promotion (Commercial)

- * **Sky replacements:** Add storm clouds and grade plates to match.
- * **Plate clean-up:** Remove awning support poles, signage, and trees to simplify plate locations.
- * **Talent edge clean-up:** Refine edges on talent to compensate for sky replacements.
- * **Conform:** Final edit, color corrections, and finishing.

Dodge Charger: Robots (Superbowl Commercial - Unaired)

- * **2D composites:** Interior composites of exterior futuristic city and air traffic, interior monitors and interfaces.
- * **Future city plate clean-ups:** Removal of lighting rigs, tracking markers, greenscreen stand-ins, wall outlets, cables; blending of multiple takes for clothes-changing machine and automated wrist-activated door.
- * **Car timewarp and environment clean-ups:** Fix TW artifacting for conform; cleaned multiple streets, cracked tunnel wall tiles; removed center yellow line dividers, turn lanes from roads, homeless people in tunnel, cops blocking street traffic, signage.
- * **Conform:** Final edit, color corrections, and finishing.

Sprint EVO4: Wall (Commercial)

- * **Conform:** Final edit, color corrections, and finishing.

2010: Digital Domain

Allstate: Tow (Commercial)

- * **Vehicle and environment clean-up:** Removal of license plates and camera car reflections for cars and tow trucks; removal of road pillars, shadows, and signage.
- * **Conform:** Final edit, color corrections, and finishing.

Elder Scrolls V; Skyrim (Video Game Teaser Trailer)

- * **Conform:** Final edit, color corrections, and finishing.
- * **2D composites:** Assembled preliminary comps for layout/blocking/timing of CG wall, fire, and smoke.

Killzone 3 (Video Game Cinematic)

- * **Conform:** Final stereo edit, color corrections, and finishing.

Royal Caribbean: Shrek (Commercial)

- * **Plate clean-up:** Removal of stand-ins and tracking cubes for all plates; include removing surfer from wave machine, tracking rigs from water park tanks and pools, and merging multiple takes of sundeck.
- * **Re-lighting of interior and exterior shots:** Multiple color corrections to create sunny day from overcast skies.
- * **2D paint fixes:** Used 2D paint techniques to improved integration of Shrek surfing on wave machine, Shrek sitting on couch.

- * **Matte painting:** Created matte painting elements of cupcakes for Gingy and Shrek.
- * **Conform:** Final edit, color corrections, and finishing.

2010: Public VFX

Lincoln: No Other Anything, All Things Equal, Standards (Commercial Campaign)

- * **Car beauty and clean-up work:** Restoration of detail to tires, badge, grill, windows, interior dash; removal of unwanted camera car reflections; flopped plate clean-up for license plate, badges, and gas cap door.
- * **Set re-lighting:** Adjusted set lighting of various plates using color correction and mattes, attached to cards that are camera tracked to the plate.
- * **Interior dash replacements:** Tracked and animated dashboard displays of speedometers, gps, etc..
- * **Floor replacements:** Cleaned cracks and discoloration on floors, and replaced floor texture using CG mattes.

2010: Digital Domain

Infiniti FX (Commercial)

- * **Exterior road composites for car interior:** Built traveling 2.5D backgrounds of road and storm environment; added exterior windshield wipers and rain splashes; created interior interactive lightning; added GPS monitor footage.

Sprint Qik: Golf Cart (Commercial)

- * **2D/3D compositing:** Comps of greenscreen golfer, CG golf cart and water, filmed splash elements, pan-and-tile salt flat environment, and golf course matte paintings.
- * **Matte painting:** Created matte painting of golf course grass and pond perimeter for all comps.
- * **Conform:** Final edit, color corrections, and finishing.

Infiniti QX (Commercial)

- * **Car beauty work:** Restoration of detail to tires, badge, grill, windows, interior dash.
- * **Exterior road composites for car interior:** Built traveling backgrounds of road and nature settings; added interior shadows, GPS monitor footage.
- * **Timewarp clean-ups:** Fix TW artifacting for conform.
- * **Plate enhancement:** Added more rocks, grass; sky replacements.

Microsoft / Crytek: Codename: Kingdoms (E3 Teaser Trailer)

- * **2D on-set supervisor:** Advised on greenscreen live-action shoot.
- * **2.5D matte painting composites:** Constructed 3D exterior Roman battlefield environments from 2D matte painting elements & stock smoke, fog, cloud, and dust footage; composited greenscreen actor.
- * **Co-art direction:** Helped create stylized look for entire trailer.

Ciroc Vodka: Bull Jump, Salsa, Curling (Commercial)

- * **Head replacement:** Added greenscreen plate photography of Sean “Puffy” Combs’ head to stock footage of a bull jumper and a salsa dancer; matched shot head element to degraded stock footage look.
- * **Environment clean-up and logo replacement:** Removed sponsorship logos from curling stock footage and replaced with branding of Sean “Puffy” Combs; added to walls, scoreboard, ice.

Miley Cyrus: “Can’t Be Tamed” (Music Video)

- * **Peacock feather sequence:** Augmented wide and close-up peacock shots with art-directed layout of feathers.
- * **Wing composites:** Composited CG wings into plate photography of caged Miley.
- * **Matte paintings:** Extended museum interiors, rooftop arches, cage dome, banners, and debris-littered aftermath of museum rampage.
- * **Beauty work:** Removed acne scars, skin folds in neck, irregular leg muscle shadows, darkness under eyes.
- * **Misc clean-up:** Disguised where interior set ends with CC, matte painting extensions, lens flares, blurs, etc.

7Days Croissants: Get’s Me Started (Commercial)

- * **Rig removal:** Removed wiring and rig attachments to guy flying sideways through bedroom, street settings, and supermarket.
- * **Croissant beauty work and comps:** Beautified greenscreen croissant footage by removing holes, indentations, burn marks, flakes, and stray bits of chocolate; comped into supermarket setting.
- * **Transitions and logo light elements:** Built transitions between environments; added 7Days logos to alarm clock, streetlights.
- * **Conform and final grade.**

Comcast: Xfinity – Anthem, On Demand, Online, Internet (Commercial)

- * **Rig & power line removal:** Removal of cranes & lighting balloons for night residential street shot; removal of FG horizontal power lines crossing through entire plate’s crane move.
- * **Supers, legal, & end card:** Design and layout for all text elements.
- * **Keys and roto:** Mattes for talent on various backgrounds.
- * **Conform:** For all four spots and cutdowns.

OneTouch Meters (Commercial)

- * **Living room clean-ups:** Removal of scratches, discoloration on furniture, floors.
- * **Meter comps:** Monitor read-out comps for all meters.
- * **Beauty work:** Primarily on eyes, cheeks, mouth for older woman that appears in Spanish language spot.
- * **Graphics layout:** End page logos and type.
- * **Conform:** For English, Spanish, & Canadian French versions.

2010: A52

Lego: Click! (Short Film)

- * **Inventor blasting off:** Aided in developing the take-off exhaust and stylized fire from Lego boots.

- * **Atrium clean-up and lightbulb comp:** Removed existing statue from office atrium and replaced with CG giant Lego light bulb.
- * **Paper grading:** CC for Inventor's illustrations on paper.
- * **Light bulb hole:** Added hole into Lego light bulb for Inventor to place idea cube.

2009: Digital Domain

Disney Theme Parks: Jungle Cruise (Commercial)

- * **Talking animal comps:** Composited CG animatronic animals of lion, lioness, zebra (lying down), toucans, and giraffes; intended to look like photoreal animatronics that can spontaneously talk.

2009: A52

Nescafe: Sunrise (Commercial)

- * **Child pulls dividing line between night & day:** Combined night and day plates so child can use his hand to pull the daylight into the night.
- * **Sky replacements & CC:** Replacement of overcast skies with stylized cloudy blue skies; enhancement of plate photography to make bolder, hotter daylight.

Rexona: Man Adventure (Commercial)

- * **Rig removal:** Removal of support rigs for renegade bicycle wheel.
- * **Tire removal & animation:** From endshot, removal of bicycle's front tire, while doing a wheelie; 2D animation of bluescreen bicycle tire rolling ahead of bike.
- * **Bouncing tire animation:** 2D animation of bluescreen bicycle tire bouncing ahead of bike for multiple shots.

Adidas: Power (Commercial)

- * **Matte extraction:** Matte pulls for basketball players shot on white BG.
- * **Timewarp cleanup:** Paint fixes to timewarp artifacts.
- * **Head restoration:** Restoration of heads for endshot, due to plate resize and repo.

Fashion's Night Out '09 (PSA)

- * **NYC crowd replication:** Combining of three plates to make NYC street appear packed with thousands of people.

Selena Gomez (Sears Arrive Air Band): "I'm Gonna Arrive"

(Music Video)

- * **Rooftop air-band comps:** Multiple greenscreen comps of air-band kids on building rooftop; all sky, building, and firework backgrounds assembled in 2D; restoration of fire, sparks, and smoke; color grading.

Dick's Sporting Goods: Nick Cleats (Commercial)

- * **Shoe grading:** Darkening of shoes for football players.
- * **Astroturf cleanup:** Wrinkle removal on astroturf for shoe steps.

2009: Beau Studio

Oregon Lottery: Trashformers (Commercial, 13 shots)

- * **Trash monster (11 shots):** CG trash monster and swirling trash composites on live action plates.
- * **Rig removal (3 shots):** Removal of wires and rig from live action puppeteered trash.
- * **Trash monster A/B plate blending:** Combined live action plates of rolling trash ball w/growing trash monster.

2009: Motion Theory

AT&T: Slide It (Commercial, 6 shots)

- * **Street/environment clean-up (6 shots):** Removal of signage, trees, and glass reflections.

Acura: Safety (Commercial, 12 shots)

- * **Badge clean-up (12 shots):** Simplification and augmentation of chrome reflections in car badges; rig and radiator removal; color correction; roto and comp over black backgrounds.

Green Day: "Know Your Enemy"

(Music Video, 70+ shots)

- * **City under lockdown (2 shots):** Comped plate & stock footage with matte paintings to transform a city into a prison; featuring helicopters, guard and radar towers, barbed-wire walls, and searchlights.
- * **Shadows on fire (10+ shots):** Comped and augmented plate footage of band member shadows catching fire.
- * **Beauty work (40+ shots):** Removal of dark bags under eyes, crow's feet, acne scars, wrinkles, and double chins for all band members.
- * **Search lights (10+ shots):** Added search light impacts to wall behind band.
- * **Clean-up & paint fixes (20+ shots):** Removal of rigs, light stands, props, flies, trees, walls, buildings, and whatever else was requested.

Black Eyed Peas: "Boom Boom Pow"

(Music Video, 60+ shots)

- * **Will, Fergie, APL, & Taboo (60+ shots):** Color grading, beauty work, clean-up, and compositing of all close-up band member shots (approx. a third of the video).
- * **Monitor intro/outro (2 shots):** Initial clean-up and comp for HP touch-screen monitor.
- * **Digital glitches (8 shots):** Preliminary exploration and comp of digital glitch effects for band member footage.

Purex: Thinner Load of Laundry (Commercial, 1 shot)

- * **Television & dresses (2 shots):** Created stop-motion-like transformation of various televisions and dresses, from thicker to thinner, and older to modern; clean-up and warping; reconstruction of shadows and reflections.

Callaway: Video Game (Commercial, 1 shot)

- * **Transition from video game to live action Jack Nicklaus:** CG to live action warp/morph of Jack Nicklaus; grass clean-up and color correction; cg shadow tracking; background house removals; flying bug removal.

NFL Super Bowl: Run (Commercial, 2 shots)

- * **Training camp:** Sky and field clean-up; shadows added to players; bg cg scissor lift and wall matte painting precomps for master 3D comp.
- * **Stadium:** Cheerleader clean-up and repo precomps for master 3D comp.

Sara Bareilles "Gravity" (Music Video, 12 shots, one-take)

- * **Full video (12 shots):** Color grading, clean-up, & beauty work.
- * **Starry sky (11 shots):** Created and comped twinkling star-filled sky to mimic the architectural form of the street environment.
- * **Fire hydrant nebula/galaxy:** Created & comped spiraling nebula/galaxy in arcing waterspray.

2008: Motion Theory

McCain's Chips (Commercial, 5 shots)

- * **Farmer raises hands to conduct potato symphony:** Bluescreen farmer comped over matte painting of landscape and sky .
- * **Sunflower growth from sun's rays:** CG plants comped over bluescreen plate of ground furrows .
- * **Potatoes burst from the ground:** CG plants, live action potatoes and sunflowers comped over bluescreen plate of ground furrows.
- * **Farmer admiring his work:** CG plants, matte painting of countryside and warm sky, and live action sunflowers and potatoes comped over bluescreen plate of farmer and ground furrows.
- * **Product resolve:** CG package and plants, live action potatoes and sunflowers comped over bluescreen plate of ground furrows.

Nintendo: World of Wonder (Commercial, 8 shots)

- * **Mario Kart (4 shots):** Greenscreen plates of children playing Nintendo DS comped into CG environments of Mario Kart racing.
- * **Nintendogs (4 shots):** Greenscreen plates of live action dogs and children playing Nintendo DS comped into CG environments of dog parks.

HP: Fergie the Digital Dutchess (Commercial, 2 shots)

- * **Fergie opens laptop:** Pulled key of greenscreen Fergie and comped CG laptop and 2D lightray effect.
- * **Fergie opens letter and pours water :** Pulled key of greenscreen Fergie and comped preliminary CG letter and water effects.

Tic Tac : Visualizer / Transformation

(Commercial, 2 shots)

- * **Visualizer:** Comped all CG spot of Tic Tacs dancing like an EQ wave.
- * **Transformation:** Comped all CG spot of Tic Tacs transforming from a water ripple to a sun to flying birds.

Honda Accord: All in One Place (Commercial, 11 shots)

- * **Exterior:** Worked on comp of live action stationary car comped into moving CG environment; added CG tires, environment reflections, interactive lighting.
- * **Car split:** Live action stationary car comped with motion control miniature rooms mimicking a Honda factory; designed lengthwise car split that reveals interior environment.

* **Interior (9 shots):** Comped entire interior of 9 hero rooms; greenscreen people, CG props, motion control miniature.

2008: X1FX

Acheron (Commercial, 2 shots)

* **Intro typography:** Animation of text revealing in parchment as spreading ink.

* **Book Resolve:** Refine existing book resolve animation and layout; footage fades into pages of book, book closes, and resolves to title.

2008: Look Effects

Speed Racer (Film, 5 shots)

* **Cockpit plate extensions (5 shots):** Extend greenscreen plate footage of Mach 5 cockpit for post-added camera moves; restore helmet logo for flopped plate.

Bones (TV episode 3.11 "The Man in the Mud," 5 shots)

* **Motorcycle crash, explosion (5 shots):** Enlarge plate motorcycle explosion to engulf rider; add explosion to motorcycle clean plate; replate race track barrier wall to suggest crash impact.

2008: Hydraulx

Usher "Love in this Club" (Music Video, 6 shots)

* **Face clean-up / beauty work (6 shots):** Remove acne, facial scars on artist and female talent.

The Curious Case of Benjamin Button (Film, 10 shots)

* **Paris street replacements (7 shots):** Replace modern Paris streets w/matte paintings of dirty, weathered 1940's cobblestone streets; retain plate shadows, people, and vehicles.

* **Murmansk establishing shots (2shots):** Comped matte paintings, footage, and cg elements to create winter street setting of Murmansk.

* **Daisy hit by car:** Combined plates of Daisy dancing into street w/approaching car.

* **Baby removal (2 shots):** Removal of mechanical baby from blanket for CG baby replacement.

The Incredible Hulk (Film, 7 shots)

* **Preliminary Sky Replacement (7 shots):** Blocking, tracking and keying plates for oncoming stormy sky replacements for University Raid sequence.

Jumper (Film, 5 shots)

* **Millie underwater (2 shots):** CG bubbles and debris; integration of riverbed matte painting; plate color correction.

* **Dave & Millie Underwater Jump:** CG bubbles; twinning jump/warp effect; plate color correction.

* **Interior Apartment Jump:** integration of wall crack matte painting.

* **Exterior Apartment Jump:** animation of building collapse to matte painting; reactive sway animation for trees.

2007: Hydraulx

Meet Dave (Film, 8 shots)

- * ***Dog peeing on hydrant (deleted scene)***: Refined key for greenscreen plate of man walking dog.
- * ***New York sidewalk (3 shots)***: Comped CG miniature Eddie and Gabrielle onto shoes; live action Gabrielle blown by leaf blower and landing on onto giant chewing gum in the middle of a busy street
- * ***Preliminary shoe exhaust (4 shots)***: Blocking, tracking and early comps of rocket exhaust for Dave's shoes for Liberty Island sequence.
- * ***Shoe leaving earth interiors (3 shots)***: Blocking, keying, and color correction of early comps for shoe interior views, as shoe leaves earth with Eddie and Gabrielle looking out rear window at receding earth.

Aliens vs. Predator Requiem (Film, 30+ shots)

- * ***Pred-alien molting on predator ship***: key for greenscreen Pre-dalien; CG ship interior; tracking for practical steam elements; plate color correction.
- * ***Ray's skinned body***: CG blood and gore; CG flies tracked to skinned body; plate color correction.
- * ***Ray's death (3 shots)***: predator and rig removal / clean-up.
- * ***Predator bleeds on tree***: blood reduction clean-up on trunk; wound tracked to chest; plate color correction.
- * ***Rocky Mountains***: tracked and comped mountain range matte painting to city plate.
- * ***Roof, Big Deans, and hive battles (8 shots)***: muzzle flashes and interactive lighting.
- * ***Predator ship interior steam (6 shots)***: tracked practical steam elements.
- * ***Predator ship crash debris***: CG ship hull; heat distortion effects; burning metal cinders; smoke elements.
- * ***Predator ship exterior near Saturn***: lens flare; ship highlights and edging; starfield; refined cg comp.
- * ***Predator laser sighting (5 shots)***: created and tracked helmet tri-laser sighting for predator shoulder cannons.
- * ***National guardsman brained through car window***: CG alien striker jaw, blood, and gore; tracked shattered window matter painting; animated shattering glass and blood splatter.
- * ***National guardsman brained in forehead***: CG alien striker jaw and blood; tracked head wound matte painting; interactive shadows.

Invasion (Film, 2 shots)

- * ***Carol awakes w/snatcher skin***: CG snatcher skin tracked and comped to cheeks, chin, and hands.
- * ***Carol washes off snatcher skin***: CG snatcher skin tracked and comped to cheeks, chin, and hands; wipe-off effect.

Fantastic Four: Rise of the Silver Surfer (Film, 10 shots)

- * ***Reed's bachelor party dance (five shots)***: CG body of stretchy Reed; roto and tracking for live action head; interactive shadows and reflections; additional warping of CG and plate elements for tighter integration.
- * ***Baxter building establishing (exterior)***: CG Baxter building; plate color correction.
- * ***Baxter building EM dish***: CG rooftop EM dish; street removal and building extension clean-up; plate color correction.

- * **London Eye collapsing:** London Eye removal and CG replacement.
- * **Johnny stretched out at London Eye:** live action head tracked to CG body; collar warping for integration.
- * **Sue stops out-of-control helicopter at wedding (2 shots):** CG helicopter blades; CG chairs and debris; CG background building; rig-removal for live action helicopter and crew.

**2007: Hollywood
F mle, Inc.**

Hollywood F mle (Web TV Pilot, 1 shot)

- * **Office building explosion:** tracked and comped 2D pyro, smoke, and debris elements; interactive lighting; plate color correction.

2007: Kakaty Ent.

Pop Evil "Somebody Like You" (Music Video, 7 shots)

- * **Oncoming car POV:** pulled key of greenscreen stationary car; comped moving background plate; interactive lighting and reflections; plate color correction.
- * **Exterior car crash:** combined two plates to create crash; track in wreckage impact matte painting.
- * **Interior car tumble (2 shots):** pulled key of greenscreen stationary car; comped moving background plate through front windshield and onto interior mirror; interactive lighting and reflections; plate color correction.
- * **Cemetery ghost:** actor removal on background plate; ghost fade effect on actor.
- * **Band performance:** stray guitar string removal.

**2007: Lakeshore
Ent.**

Atreyu "Her Portrait in Black" (Music Video, 5 shots)

- * All shots use final elements from the feature "Underworld: Evolution."
- * **Marcus descends on Atreyu stage:** band comped behind winged Marcus; Marcus roto-ed from film footage; color match to music video plate; background stabilization.
- * **Singer Alex Varkatzas behind Marcus:** Alex comped behind Marcus; Marcus roto-ed from film footage; interactive lighting and strobe effect match to Alex plate; color correction; focal gag.
- * **Atreyu in "Underworld" monitors (2 shots):** monitor fills to match film footage; tracking; color correction; video effect.
- * **Sexy revealing underwear walk:** paint fix to add more MTV-safe coverage to scantily clad woman's rear.

2006: G4Media

Network Redesign (Graphics Package)

- * **Lead Broadcast designer:** menu beds, lowerthird ticker, pop-ups.
- * **Lead Flame artist:** motion graphic compositing; data-flow animation

Attack of the Show (Show Bump)

- * **Lead Flame artist:** roto and compositing of TV head people for musical chairs mash-up.

Comic-Con (Promo Spot)

* *Lead Flame artist:* film-look color/style treatments of source DV convention footage.

X-Play: Johnny's X-treme Adventure (Segment Skit)

* *Photoshop artist:* creation of satirical 2D scrolling game environments for Smoke implementation.

The Man Show (Promo Spot)

* *Lead Flame artist:* graphic compositing: collage animation of cherubic Jimmy and Adam with beer tapped hearts.

Star Trek: The Next Generation (Promo Spot)

* *Lead Flame artist:* graphic compositing; pencil sketch animation.

2005: G4Media

Countdown to Xbox 360 (Graphics Package)

* *Lead broadcast designer:* show open, bumps, transitions.

* *Lead Flame artist:* motion graphic compositing and animation of X-sphere and interweaving line arcs.

Filter Holiday Hitlist 2005 (Graphics Package)

* *Lead broadcast designer:* show open, bumps, transitions.

* *Lead Flame artist:* greenscreen compositing of on-air talent; graphic compositing; collage animation of punked-out Santa and reckless delivery squirrels on snowmobiles.

Video Game Vixens (Graphics Package)

* *Lead broadcast designer:* show open, bumps, segment titles, transitions.

* *Lead Flame artist:* graphic compositing; collage animation of scantily-clad female game characters.

Video Game Vixens (Pre-show, 15 shots)

* *Bloodrayne impales and slices (2 shots):* greenscreen bloodspray; dripping blood comped onto blades.

* *Laura Croft shoots up the stage (9 shots):* muzzle flashes; interactive lighting; background sparks.

* *Stagelights explode (4 shots):* 2D sparks, explosions, and fire comped over stagelight plates; interactive lighting.

Happy Tree Friends & Friends (Segment Titles)

* *Lead Flame artist:* graphic compositing and animation to mimic show.

G-Phoria: Pre-Phoria / Crashing G-Phoria

(Graphics Package, Promo Spot)

* *Lead broadcast designer:* show open, bumps, segment titles, transitions, endpages.

* *Lead Flame artist:* punk-style poster-look treatment of source DV talent footage; graphic *paint splatter* animation; editing.

Formula D (Promo Spot)

* *Lead Flame artist:* graphic compositing; logo animation to mimic drift racing.

Attack of the Show (Segment Titles)

* *Lead Flame artist:* graphic compositing; collage animation to mimic counterculture punk aesthetic of show package; featuring giant robots, monsters, cyberspace, surveillance, giant ants, & walking muscleman piggy bank.

2004: G4Media

X-Play X-Day (Promo Spot)

* *Lead Flame artist:* image treatment; graphic animation.

Digital Digs (Graphics Package, Promo Spot)

* *Lead broadcast designer:* show open, bumps, segment titles, transitions.

* *Lead Flame artist:* CG and graphic compositing; typographic animation; roto of on-air talent; color treatment; collage animation of eight-legged gadget powered house.

Screensavers (Graphics Package)

* *Lead broadcast designer:* show open, bumps, segment titles, transitions.

* *Lead Flame artist:* roto and comping of on-air talent; monitor fills; tracking for hair replacement; comics-style graphic animation; color treatments; image collage of SoCal cityscape.

* *Director:* live action vignettes of featured talent.

2004: TechTV

Movie Fanatix (Graphics Package)

* *Lead broadcast designer:* show open, bumps, segment titles, transitions.

* *Lead Flame artist:* key for bluescreen on-air talent, stop motion biped robot; CG and graphic compositing; animation of morphing virtual environments; pyro and smoke elements.

* *3DS Max artist:* 3D logo model for use in Flame.

* *Co-director:* bluescreen shoot of featured talent.

Let 'Er Rip (Graphics Package)

* *Lead broadcast designer:* show open, bumps, segment titles, transitions.

* *Lead Flame artist:* graphic compositing; collage animation of eccentric racing and competition..

2003: TechTV

Nerd Nation (Graphics Package)

* *Lead broadcast designer:* show open, bumps, segment titles, transitions.

* *Lead Flame artist:* graphic compositing; collaged facial animation comprised of multiple fragmented faces; image processing to grunge-up face-change cycles.

Get Into Gear (Promo Spot)

- * **Lead Flame artist:** roto of BMW footage; graphic compositing and animation of stylized roads.
- * **3DS Max artist:** 3D logo model for use in Flame.

Summer Identity (Identity Campaign)

- * **Lead Flame artist:** keys for greenscreen on-air talent; graphic environments created and comped behind talent; roto of DV footage for graphic integration; tracking; color correction.

X-Play (Show Open)

- * **Lead Flame artist:** CG and graphic compositing; industrial-grunge color and style treatments.

Unscrewed (Graphics Package)

- * **Lead broadcast designer:** show open, bumps, segment titles, transitions.
- * **Lead Flame artist:** keys for bluescreen of on-air talent; graphic environments created and comped behind talent; motion graphic animation synced to talent monologue.
- * **Co-director:** bluescreen shoot of featured talent.

2002: TechTV

Anime Unleashed (Graphics Package)

- * **Lead broadcast designer:** show open, bumps.
- * **Lead Flame artist:** graphic compositing of anime-inspired cities, robots, and flying cars.
- * **3DS Max artist:** 3D logo model for use in Flame.

Top 20 Gifts (Show Open)

- * **Lead Flame artist:** greenscreen turntable products comped into graphic ornaments; stylized graphic tree created from 2D elements.
- * **Co-director:** bluescreen product shoot.

Secret, Strange & True (Show Open)

- * **Lead Flame artist:** motion graphic compositing; typographic animation.

TechLive - BDA Winner (Graphics Package)

- * **Lead broadcast designer:** show open, bumps, segment titles, transitions.
- * **Lead Flame artist:** motion graphic compositing; animation of bustling cyberspace-inspired data terminal.
- * **3DS Max artist:** 3D models for use in Flame.

The Tech Of (Graphics Package)

- * **Lead broadcast designer:** show open, bumps, segment titles, transitions.
- * **Lead Flame artist:** CG and motion graphic compositing into hi-speed live action plates; roto and tracking of VW bug, walking businessman, and BART train; interface animation.
- * **Co-director:** 35mm film shoot.

2001: TechTV

CES Today (Graphics Package)

- * **Lead broadcast designer:** show open, bumps, segment titles, transitions.
- * **Lead Flame artist:** motion graphic compositing; virtual flythrough animation of internet-inspired data packets forming CES title.
- * **3DS Max artist:** 3D models for use in Flame.

TechPrime (Promo Spots)

- * **Lead Flame artist:** greenscreen compositing of on-air talent into graphics-based environments; tracking and roto.
- * **3DS Max artist:** 3D models for use in Flame.

Big Thinkers (Graphics Package, Promo Spot)

- * **Lead broadcast designer:** show open, bumps, segment titles, transitions.
- * **Lead Flame artist:** CG and motion graphic compositing of cosmic waterdrop ripple symbolizing birth of ideas.

Darwination - BDA Winner (Station ID)

- * **Lead Flame artist:** graphic compositing; collage animation of primordial soup, growing and evolving into TechTV logo.

Titans of Tech (Graphics Package)

- * **Co-broadcast designer:** show open, bumps, segment titles.
- * **Lead Flame artist:** CG and graphic compositing; typographic animation; roto of featured head shots.

2000: Xaos, Inc.

ABC News Election 2000 (Graphics Package)

- * **Lead broadcast designer:** election graphics for implementation into Frost workspace.

Cosmo Nova Planetarium (Planetarium Graphics)

- * **3DS Max artist:** character animator for 5 alien vignettes; modeler for flying saucer interiors.

Discreet (Trade Show Graphics)

- * **Combustion artist:** CG and graphic compositing for trade show identity spot.

Santana Supernatural (Concert Graphics)

- * **3DS Max artist:** character animator for concert projection graphics of angelic murals come to life.

MacGillivray Freeman (4K Imax logo)

- * **Shake artist:** CG compositor for 4K Imax logo animation; inspired by an avalanche.

Nowhere to Land (2K Show Bumps)

- * **Shake artist:** CG compositor for 2K show bumpers.

1999: Xaos, Inc.

VW's Wege Zur Qualitaet (2K Location-based Ridefilm)

* **3DS Max artist:** layout and animation of gear forest and car parts vista landscape.

* **Shake artist:** CG compositor.

Dolphins (4K Imax Film)

* **3DS Max artist:** rigging and character animation of arctic tern.

* **Shake artist:** CG compositor for title sequence.

Loch Lomond (4K Imax Film)

* **3DS Max artist:** rigging and character animation of a pair of eagles.

* **Digital Fusion artist:** CG compositor for title sequence.