01 Alita Battle Angel – Revenge is On   *00:00– 00:06*

Lit, rendered, and pre-composited all CG elements and delivered all elements to compositor

CG Elements: Alita
Software: Katana, Manuka, Nuke
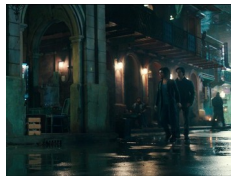

02 Alita Battle Angel – Alita VFX Breakdown   *00:11– 00:19*

Lit, rendered, and pre-composited all CG elements and delivered all elements to compositor

CG Elements: Alita, set, FX, floating armor pieces
Software: Katana, Manuka, Nuke

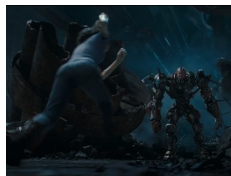**03 Alita Battle Angel – Kansas Bar Fight**   *00:19– 00:26*

Lit, rendered, and pre-composited all CG elements and delivered all elements to compositor

CG Elements: Alita, second floor of first building, rest of set in BG, FX
Software: Katana, Manuka, Nuke

04 Alita Battle Angel – First Attack   *00:27– 00:29*

Lit, rendered, and pre-composited all CG elements and delivered all elements to compositor

CG Elements: Alita, set, FX
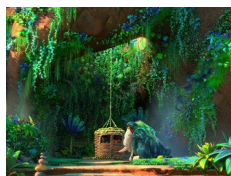**Software:** Katana, Manuka, Nuke

05 Alita Battle Angel – Aftermath   *00:29– 00:32*

Lit, rendered, and pre-composited all CG elements and delivered all elements to compositor

CG Elements: Alita, dogs, McTeague torso, limbs and vest, rocket hammer, rubble behind pipe and in FG.
Software: Katana, Manuka, Nuke

06 The Croods: A New Age – Betterman's Tree House   *00:32– 00:34*

Lit, rendered and composited/stereo composited the whole shot

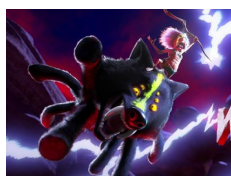**Software:** Moonray, Houdini, Nuke

07 The Croods: A New Age – This Is Amazing!   *00:34– 00:36*

Lit, rendered and composited/stereo composited the whole shot

Software: Moonray, Houdini, Nuke

08 The Croods: A New Age – Queen O' Wimmins   *00:36– 00:38*

Lit, rendered and composited/stereo composited the whole shot

Software: Moonray, Houdini, Nuke

09 The Croods: A New Age – It's Just A Little Monkey!   *00:38– 00:41*

Lit, rendered and composited/stereo composited the whole shot

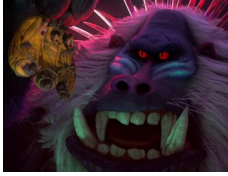**Software:** Moonray, Houdini, Nuke

10 The Croods: A New Age – Bog Water   *00:41– 00:43*

Lit, rendered and composited/stereo composited the whole shot

Software: Moonray, Houdini, Nuke

11 The Croods: A New Age – Help Us!   *00:43– 00:45*

Lit, rendered and composited/stereo composited the whole shot
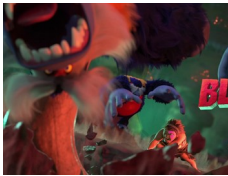
Software: Moonray, Houdini, Nuke

12 The Croods: A New Age – Teeth!!   *00:45– 00:46*

Lit, rendered and composited/stereo composited the whole shot

Software: Moonray, Houdini, Nuke

13 The Croods: A New Age – Blood Horn   *00:46– 00:49*

Lit, rendered and composited/stereo composited the whole shot

Software: Moonray, Houdini, Nuke

14 Justice League – Genesis Chamber   *00:49– 00:57*

Designed and set up the sequence light rig. Lit, rendered, and pre-composited all CG elements and delivered all elements to compositor

CG Elements: partial set, tunnel extension, FX, Cyborg, motherbox, Sentrybots
Software: Maya, Manuka, Nuke

15 Justice League – Superman Resurrection   *00:57– 01:00*

Designed and set up the sequence light rig. Lit, rendered, and pre-composited all CG elements and delivered all elements to compositor

CG Elements: set, FX, motherbox, Sentrybots
Software: Maya, Manuka, Nuke

16 Justice League – True Motherbox   *01:00– 01:04*

Lit, rendered, and pre-composited all CG elements and delivered all elements to compositor

CG Elements: set, FX, motherbox, massive characters
Software: Maya, Manuka, Nuke

17 Boss Baby: Family Business – You Had One Job   *01:04– 01:11*

Lit, rendered and composited/stereo composited the whole shot

Software: Moonray, Houdini, Nuke

18 Boss Baby: Family Business – Astronomy   *01:11– 01:13*

Lit, rendered and composited/stereo composited the whole shot

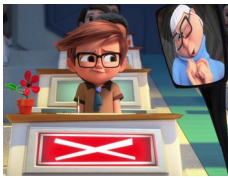**Software:** Moonray, Houdini, Nuke

19 Boss Baby: Family Business – Baby Pow Wow   *01:13– 01:15*

Lit, rendered and composited/stereo composited the whole shot

Software: Moonray, Houdini, Nuke

20 Boss Baby: Family Business – Wrong Answer   *01:15– 01:20*

Lit, rendered and composited/stereo composited the whole shot

Software: Moonray, Houdini, Nuke

21 Edge of Tomorrow – Final Blow   *01:20– 01:23*

Positioned groups of javelins in the background and dead soldier on screen left. Lit, rendered, and pre-composited all CG elements and delivered all elements to compositor

CG Elements: javelins, FX, angel wings, Mimics, dead soldiers
Software: Arnold, Katana, Nuke

22 Edge of Tomorrow – Last Attempt   *01:23– 01:26*

Helped with establishing the look of the Alpha Mimic. Lit, rendered, and pre-composited all CG elements and delivered all elements to compositor

CG Elements: javelins, FX, Mimics, dead soldiers
Software: Arnold, Katana, Nuke

23 Edge of Tomorrow – We Will Make It   *01:26– 01:31*

Positioned hero javelins and lookdeved the shader on rock debris and smoke volume. Lit, rendered, and pre-composited all CG elements and delivered all elements to compositor

CG Elements: javelins, FX, Mimic, helicopter propellers, gas tanks
Software: Arnold, Katana, Nuke
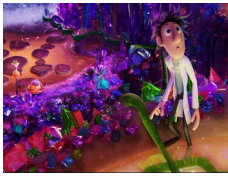

24 Cloudy with a Chance of Meatballs 2 – Salsa River   *01:31– 01:34*

Lit, rendered and composited/stereo composited the whole shot

Software: Arnold, Katana, Nuke
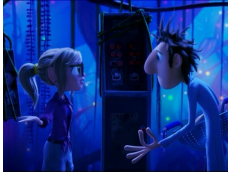
25 Cloudy with a Chance of Meatballs 2 – Rock Candy Mountain Cave   *01:34– 01:42*

Lit, rendered and composited/stereo composited the whole shot

Software: Arnold, Katana, Nuke

26 Cloudy with a Chance of Meatballs 2 – That Chinese Saying   *01:42– 01:46*

Lit, rendered and composited/stereo composited the whole shot

Software: Arnold, Katana, Nuke