

Humvee



Created and textured the foreground Humvee 3D element. Generated an HDR from provided stills and combined with CG lights. Matchmoved the provided plate and rendered the element and shadows with proxy set geometry.

Star Trek with a Budget



Created, textured, and lit a digital bridge set replacement for a Star Trek scene. Generated animated screen designs for the various panels. Matchmoved the plate and matchimated proxy geometry for character shadows and reflections. Roto'd all foreground characters and painted out shadows from offscreen characters.

Boston Pan & Tile



Generated a pan and tile setup from the provided Boston background shots. Painted out motion elements and replaced flags with CG renderings. Shot and keyed/roto'd the foreground element.

Server Room



Created and textured the foreground 3D element. Generated an HDR for lighting. Shot and matchmoved the background plate and integrated the foreground 3D element.