



The Dark Alley

Nuke - Mari

This shot is based on one photo of an alley in Paris. I am responsible for all aspects of the shot. The image is projected onto a simple geometry in nuke, then I did some more painting and Mari. Finally, back into Nuke for color correction, animation and more effects.



The Bird

Houdini, Nuke

I was responsible for all aspects of this shot, including modeling, animation, shading, lighting (all in Houdini), and compositing in Nuke. This shot is a 3D recreation of a popular kinetic sculpture that I admire.



Nissan Commercial

Nuke - Mari - Maya

Responsible for modeling the entire environment and then projecting the spherical HDRI on them. Used Mari painting gaps in between and send back into Nuke for generating the animated spherical HDRI for lighting purposes. I was also responsible for compositing. This is a professional project I completed as part of a team of 20 artists at RTT USA in Detroit, MI



2015 Cadillac Escalade

Maya, Nuke

Responsible for lighting and compositing. Using a spherical HDRI + more additional individual lights for lighting in Maya, then compositing in Nuke.

This is a professional project completed while working at RTT USA in Detroit, MI. I worked closely with the creative team who art-directed this project.