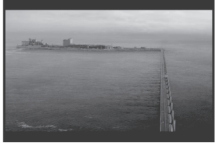




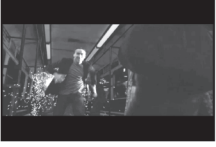
Death Race

Comp 3d water/island, fog and matte painting for sky.
Grade and look development.



Death Race

Retime/Repo. Water grading and enhancement with 3d passes.
Project matte paintings for bridge extension.
Comp 3d island and sky. Grade and look development.



The Knowing

Comp 3d trains. 2d solution for transition between scored and unscored train.
Comp sparks, dust and debris elements in 3d space. Comp platform.



Death Race

Comp 3d water and 3d island, 2d wall extension.
Grade and look development. Paint/Roto supervision.



Whiteout

Comp snow and fog elements in 3d space. Grading for sky.
Roto supervision for sign.



Whiteout

Comp and adjust matte paintings for BG and FG. Comp 3d talent.
Comp snow and fog elements in 3d space.



Whiteout

Comp 3d rope, debris, barrels and crates. Comp whiteout cloud in BG with 3d passes.
Comp snow and fog elements in 3d space.



Resident Evil Extinction

Key/Paint foreground. Comp 3d zombies, blood splash, 2d dust and
matte painting for ground/sky.



Resident Evil Extinction

Comp 3d zombies, 2d dust and matte painting BG



Death Race

Comp 3d caltrops and dust.
Paint supervision.



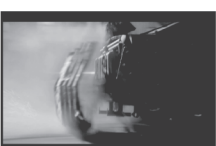
Death Race

Comp matte painting for BG. Animate lights, reflections and smoke.



Death Race

Comp matte painting for BG. Animate lights, reflections and smoke.



Death Race

Comp flying 3d metal piece, dust and sparks. Transition between plate and CG metal piece.



Death Race

Comp matte painting island, 3d bridge extension, reflections and 3d/2d rain and fog.
Paint/Roto supervision.



BREAKDOWN FILM

