

SHOT//TIME	RESPONSIBILITIES//SOFTWARE	PROJECT//PRODUCED FOR
<u>1</u> //logo intro :01	all work. after effects.	personal
<u>2</u> //bee card pull :08	lighting, texturing maya, vray.	Sherwin Williams - Bees Buck Design
<u>3</u> //house :11	lighting, texturing maya, vray.	Sherwin Williams - Paint Chips Buck Design
<u>4</u> //bubbles :14	lighting, texturing, assistant on-set supervision. maya, mental ray.	Method - Shiny Suds Buck Design
<u>5</u> //escalator :16	look development, matchmoving, 2d animation, compositing after effects, pf track.	Oppenheimer - Escalator Nathan Love
<u>6</u> //cardinal :17	lighting, texturing maya, vray.	Sherwin Williams - Paint Chips Buck Design
<u>7</u> //shot clock :18	all work. maya, mental ray, after effects.	NBA - pitch Buck Design
<u>8</u> //earth banner :20	all work. maya, after effects.	personal
<u>9-11</u> //guitar :21	all work. maya, mental ray, after effects.	personal
<u>12</u> //flowers :23	all work. maya, vray, after effects.	personal
<u>13</u> //shot clock :25	all work. maya, mental ray, after effects.	NBA - pitch Buck Design
<u>14</u> //cardinal :27	lighting, texturing maya, vray.	Sherwin Williams - Paint Chips Buck Design
<u>15</u> //flying bee :29	lighting, texturing maya, vray.	Sherwin Williams - Bees Buck Design
<u>16</u> //bubbles :31	lighting, texturing, assistant on-set supervision. maya, mental ray.	Method - Shiny Suds Buck Design
<u>17</u> //shoe :32	all work. 3ds max, mental ray, after effects.	Skins - look development Tronic Studio
<u>18</u> //fitter.happier :34	all work. maya, after effects.	personal
<u>19</u> //girl :36	modeling maya.	Broadcat 09 We Make
<u>20</u> //walking girl :37	look development, matchmoving, 2d animation, compositing after effects, pf track.	Oppenheimer - Escalator Nathan Love
<u>21</u> //pill bottle :39	all work. maya, mental ray, shake.	personal
<u>22</u> //frog :41	lighting, texturing maya, vray.	Sherwin Williams - Paint Chips Buck Design
<u>23</u> //escalator :43	look development, 2d animation, compositing after effects.	Oppenheimer - Escalator Nathan Love
<u>24</u> //logo outro :44	all work. after effects.	personal
<u>25</u> //hive :54	lighting, texturing maya, vray.	Sherwin Williams - Bees Buck Design