

II Dora and the Lost City of Gold, 2019 - MILL FILM LIGHTING AND RENDERING: BOOTS (MONKEY). LIGHTING AND RENDERING: KATANA 3.x & RENDERMAN.



Il Alien: Covenant, 2017 - MPC LIGHTING AND RENDERING: LANDER (SPACE SHIP) AND FIRE. LIGHTING AND RENDERING: KATANA 3.x & RENDERMAN.



Il Alien: Covenant, 2017 - MPC LIGHTING AND RENDERING: LIFTER (SPACE SHIP), ENVIRONMENT, AND FXs. LIGHTING AND RENDERING: KATANA 3.x & RENDERMAN.



LIGHTING AND RENDERING: MUMMY. LIGHTING AND RENDERING: KATANA 3.x & RENDERMAN.

LIGHTING AND RENDERING: CATS (CHARACTERS).

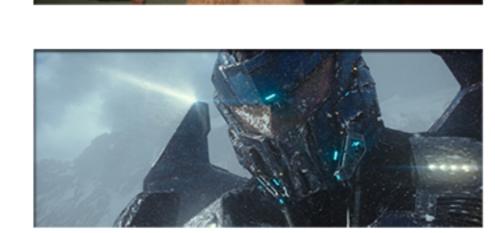
LIGHTING AND RENDERING: KATANA 3.x & RENDERMAN.

II The Mummy, 2017 - MPC

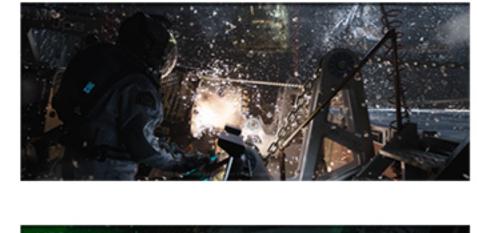
II Cats, 2019 - MILL FILM



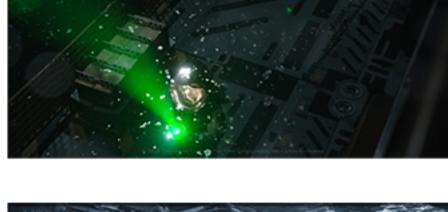
|| Cats, 2019 - MILL FILM LIGHTING AND RENDERING: CATS (CHARACTERS). LIGHTING AND RENDERING: KATANA 3.x & RENDERMAN.



||Pacific Rim: Uprising, 2018 - DOUBLE NEGATIVE LIGHTING AND RENDERING: JAGER (ROBOT), ENVIRONMENT, AND FXs. LIGHTING AND RENDERING: CLARISSE.



Il Alien: Covenant, 2017 - MPC LIGHTING AND RENDERING: SNOW (FXs) AND CHAINS. LIGHTING AND RENDERING: KATANA 3.x & RENDERMAN.

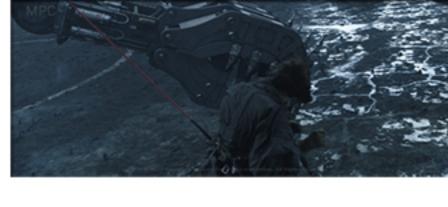


LIGHTING AND RENDERING: SNOW (FXs). LIGHTING AND RENDERING: KATANA 3.x & RENDERMAN.

Il Alien: Covenant, 2017 - MPC

|| Alien : Covenant, 2017 - MPC

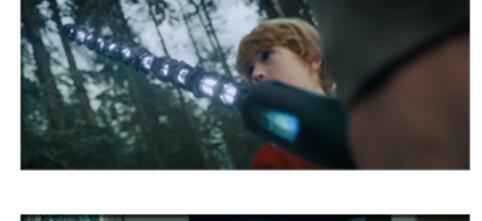
Il Alien: Covenant, 2017 - MPC



LIGHTING AND RENDERING: CRANE (LIFTER), ENVIRONMENT, AND FXs. LIGHTING AND RENDERING: KATANA 3.x & RENDERMAN.



LIGHTING AND RENDERING: ALIEN, CRANE (LIFTER), AND FXs. LIGHTING AND RENDERING: KATANA 3.x & RENDERMAN.

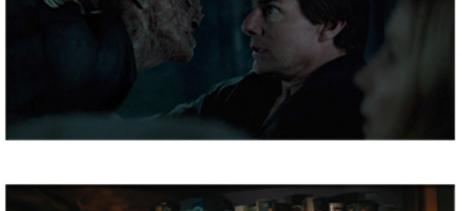


IIThe Adam Project, 2022 - SCANLINE VFX LIGHTING AND RENDERING: LIGHTSABER AND VEGETATIONS. LIGHTING AND RENDERING: 3DS MAX & VRAY.

IIThe Adam Project, 2022 - SCANLINE VFX



LIGHTING AND RENDERING: SOLDIERS, WEAPONS, WINDOWS, AND VEGETATIONS. LIGHTING AND RENDERING: 3DS MAX & VRAY.



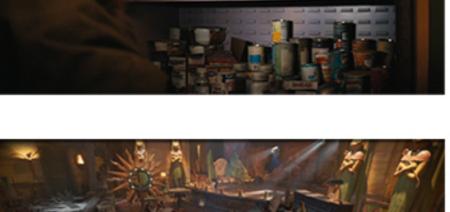
LIGHTING AND RENDERING: KATANA 3.x & RENDERMAN.

II The Mummy, 2017 - MPC

II FINCH, 2022 - MILL FILM

II Cats, 2019 - MILL FILM

LIGHTING AND RENDERING: MUMMY.

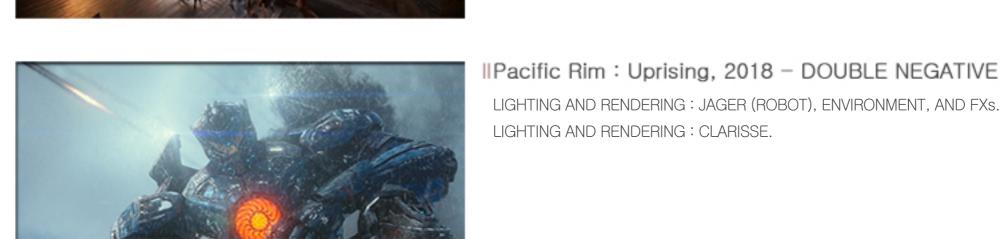


LIGHTING AND RENDERING: CATS (CHARACTERS).

LIGHTING AND RENDERING: KATANA 3.x & RENDERMAN.

LIGHTING AND RENDERING: BOTTLES AND BOXES.

LIGHTING AND RENDERING: KATANA 3.x & RENDERMAN.



LIGHTING AND RENDERING: JAGER (ROBOT), ENVIRONMENT, AND FXs. LIGHTING AND RENDERING: CLARISSE.



LIGHTING AND RENDERING: CLARISSE.

LIGHTING AND COMPOSITING: CHARACTER, ENVIRONMENT, AND FXs.

LIGHTING AND COMPOSITING: MAYA 2017, ARNOLD, & NUKE 11.x.

LIGHTING AND COMPOSITING: MAYA 2017, ARNOLD, & NUKE 11.x.

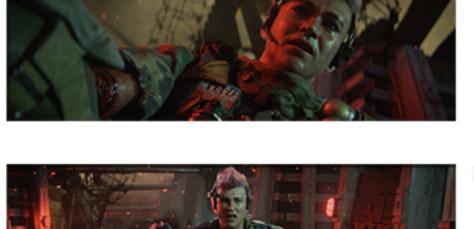
LIGHTING AND COMPOSITING: CHARACTERS, ENVIRONMENT, AND FXs.

LIGHTING AND COMPOSITING: MAYA 2017, ARNOLD, & NUKE 11.x.

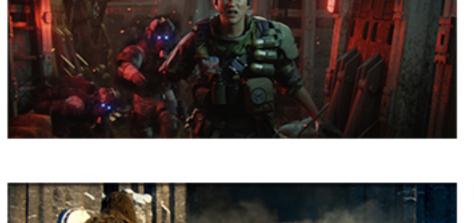
COMPOSITING: CHARACTERS, ENVIRONMENT, AND FXs.

||Pacific Rim: Uprising, 2018 - DOUBLE NEGATIVE

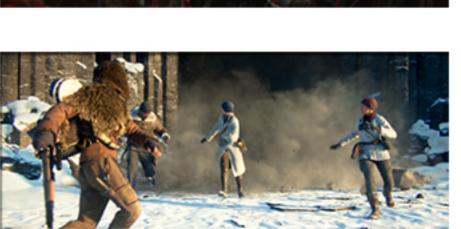
LIGHTING AND RENDERING: JAGERS (ROBOTS), ENVIRONMENT, AND FXs.



II Call of Duty: Black Ops 4, 2018 (Cinematic) - DIGIC PICTURES



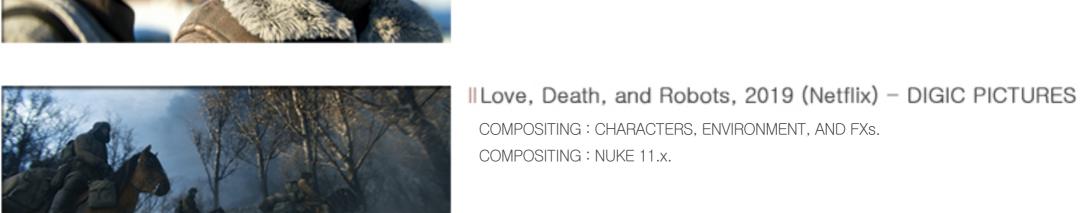
II Call of Duty: Black Ops 4, 2018 (Cinematic) - DIGIC PICTURES LIGHTING AND COMPOSITING: CHARACTERS, ENVIRONMENT, AND FXs. LIGHTING AND COMPOSITING: MAYA 2017, ARNOLD, & NUKE 11.x.

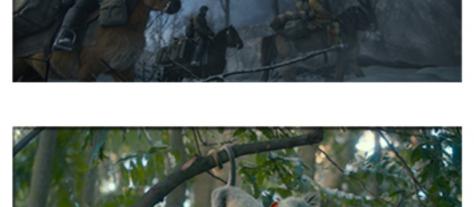


Il Call of Duty: Nazi Zombies, 2018 (Cinematic) - DIGIC PICTURES LIGHTING AND COMPOSITING: CHARACTERS, ENVIRONMENT, AND FXs.



II Call of Duty: Nazi Zombies, 2018 (Cinematic) - DIGIC PICTURES





COMPOSITING: NUKE 11.x.

