

FEATURE FILM	CONTRIBUTION	SOFTWARE USED
"Out of the Hat" - Feature Film pitch (Key environment sequence)	Lighting Supervisor, texturing	maya, vray, mudbox, photoshop, nuke
"Aardman Animations" - Cinematic Logo Sequence	Texturing, Lighting & Compositing	Maya, Mudbox, Nuke, Mental Ray
"The Pirates!" - Senior Lighting TD	Lighting TD & Generalist for various shots.	Maya, Mudbox, Nuke, Renderman
"The Pirates!" - Film Trailer Title Sequence	Motion Picture Title sequence for the Teaser Trailer. Modelling, Texturing, Lighting, precomp.	Maya, Mudbox, Nuke, Mental Ray
"Prince of Persia - The Sands of Time" - Film Title Sequence	Motion Picture Title sequence. Modelling, Texturing, Lighting, precomp.	Maya, Photoshop, Shake, Mental Ray
COMMERCIALS	CONTRIBUTION	SOFTWARE USED
"Chevron" - The Cat	Lighting Supervisor, Texturing, Character modelling	maya, vray, mudbox, nuke
"Chevron" - DJ Techron	Lighting Supervisor	maya, vray, nuke
"Admiral" - Russian Doll Car Insurance	Lighting	maya, vray, nuke
"Oddka" - Wit Oddoski	Lighting Supervisor	maya, vray, nuke
"McVities"	Lead Lighter	maya, vray, nuke
"Serta" - Factory Break-in	Lighting & Compositing sheep characters into live action footage.	maya, mudbox, Vray, photoshop, nuke.
"Digit AI" - London Underground TV Screens	Lighting & Compositing Digit-AI character for over 20 animation sequences for use on the Escalator TV screens in the London Underground.	maya, mudbox, Vray, photoshop, nuke.
"Chevron" - Lighting set-up	Converting Renderman light setups to new Vray renderer.	maya, Vray, photoshop, nuke.
"Swedbank" - Insurance	Modelling of expanding balloons, Displacement sculpting, texturing, shading & Lighting.	maya, mudbox, mental ray, photoshop, nuke.
"Hellmans"	Compositing of stop frame shot sequences. Involved a lot of keying, frame stop retiming and grading.	Nuke
"Nokia" - Dot	Reworking of Title Sequence for name change to "A Tiny Tale".	Nuke, Photoshop
"Chevron" - Best Friends	Character Modelling, Displacement sculpting, texturing, shading & Lighting.	maya, mudbox, renderman, photoshop, nuke.
"Swedbank" - Ice cream	Modelling of rocket, Displacement sculpting, texturing, shading & Lighting.	maya, mudbox, renderman, photoshop, nuke.
"Fruit2Day" - 'Fantastic', 'Words', 'Morning' (3 spots)	Displacement sculpting, texturing, shading, lighting & compositing. Elements in the commercial include fruits, leaves, trees and talking bat characters with fur.	maya, mudbox, renderman, photoshop, nuke.
"Chevron" - Names	Character Modelling, Displacement sculpting, texturing & shading.	maya, mudbox, renderman, photoshop, nuke.
"Bulmers" - Summer HQ	VFX Supervisor, on-shoot, lookdev, tracking, model, texture, lighting of ladybird & frisby shots.	maya, mental ray, photoshop, nuke.
"Cadburys" - Spots vs. Stripes	Lighting of pack shot.	maya, mental ray, photoshop, nuke.
"Guinness" - Sunrise	modelling, texturing, shading, lighting of product shot.	maya, mental ray, photoshop, nuke.
"Mercedes" - The Next Revolution	car lookdev, tracking, shading, lighting, animation, precomp of Mercedes F800 concept car. I was also filmed to appear to be driving the car.	boujou, maya, mental ray, nuke.
"Sony Ericsson" - Global re-brand - Liquid Energy	lighting, compositing	maya, mental ray, shake.
"Orange" - Magic Numbers	tracking, modelling, texturing, shading, lighting, precomp of giant spinning bottle shot.	boujou, maya, mental ray, photoshop, nuke.
"Sky HD" - 24 Season 8 Promo	modelling of destroyed building, god-ray haze.	maya.
"Sony" - Soundville	lighting, precomp	maya, mental ray, shake.
"Evian" - Skating Babies	tracking, modelling, texturing, shading, lighting, precomp of product shots.	boujou, maya, mental ray, photoshop, shake.
"Nokia" - Bubbling	lighting, precomp of hovering speech bubbles.	maya, mental ray.
"PC World" - Movies	tracking, modelling, texturing, shading, lighting, cloud effects, precomp	boujou, maya, mental ray, photoshop, shake.
"Volkswagen" - Eos	Texturing, lighting of BBQ. Also used Maya paint effects to create grass and giant Lupins. Plus tracking of shots.	Boujou, Maya, Photoshop, Shake.
"O2" - Dome	Modelling & lighting of the O2 Dome, DJ Turntable arm and basket ball hoop. Plus Tracking of shots.	Boujou, Maya, Mental Ray, Shake.
"Tetley's" - Fancy Dress	Texturing and lighting of Trebuchets.	Maya, Photoshop, Renderman, Shake.
"Ford" - Kuga	Modeled buildings, and tracking of shots.	Isis, Maya, boujou, PF Track.
"Kellogg's" - Honey Nut Cornflakes	Lighting fur & comp work	Maya, Shake
"K-Swiss"	Modelling & lighting of the background buildings. Plus Tracking of shots.	Boujou, Maya, Photoshop, Mental Ray, Shake.
"Perfetti" - Vigorol	Composition, camera animation, rendering of the environment. Animating a matte painting with use of camera projections in 3D, Plus modeling & texturing of the pack shot.	Maya, Photoshop, Mental Ray, Shake.
"Mail on Sunday" - You/Live Magazine	Modelling, texturing, animation & lighting of handbags and their contents. Plus Tracking of shots.	Boujou, PF Track, Maya, Photoshop, Mental Ray, Shake.
"LG" - Chocolate	Modelling, texturing, animation & lighting of the LG Chocolate mobile phone.	Maya, Photoshop, Mental Ray, Shake.
"The Sun" - Footballs	Modelling, texturing, animation & lighting of the helicopters. Plus Tracking of shots.	Boujou, PF Track, Maya, Photoshop, Mental Ray, Shake.
"Marks & Spencer" - Ice Palace	Tracking and camera projection for the crevice in the snow & Crystal Shaders.	Boujou, Maya.
"Channel 4" - Dubai Ident	Modelling & texturing of a couple of sky scrapers.	Maya, Photoshop.
"Churchill" - Insurance. [26 commercials]	Went on shoot, Texturing, Fur look development, lighting & compositing of the Churchill dog.	Maya, Maya Fur, Photoshop, Mental Ray, Shake.
"Orange" - The Ride	Modelling, texturing, animation & lighting of the bicycle. Plus Tracking of shots and a camera projection for a road replacement.	Maya, Photoshop, Mental Ray, Shake.
"West Quay" - Shopping Centre	Modelling, texturing of many environment objects.	Maya, Photoshop.
"Esso" - Hippos	Multiple object tracking	PF Track, Maya.
"T-Mobile" - Bring it	Modelling & texturing of building and interior. Plus Tracking of shots.	Maya, Photoshop, PF Track.
"Nokia" - Global Campaign	Modelling, texturing & lighting of the 6 mobile phones.	Maya, Photoshop, Mental Ray, Shake.
"Trident" - Fresh	Fur lighting and dynamics for polar bear. Modelling, Texturing, Lighting of elevator.	Maya, Furlity, Photoshop, Shake.
"PC World" - Campaign	Tracking, look-dev, modelling & lighting.	Maya, Photoshop, Shake
MUSIC PROMOS	CONTRIBUTION	SOFTWARE USED
"The Staves" - Winter Trees	Lighting Supervisor, texturing	maya, vray, nuke, photoshop
"Goldfrapp" - Rocket	3D Supervisor, tracking, texturing, shading, lighting,	boujou, maya, mental ray, photoshop, nuke.
"Coldplay" - Life in Technicolour II	Modelling, texturing, animation & lighting of the helicopters blades. Plus object tracking of the helicopter.	PF Track, Maya, Photoshop, Shake.
"Massive Attack" - Live with me	Tracking & shader look dev. of the golden staircase.	Boujou, Maya.
SHORT FILMS	CONTRIBUTION	SOFTWARE USED
"Mad Bear" - Aardman	Lead Lighter, texturing	maya, vray, mudbox, nuke
"Sugar Rush" - Aardman	Lead Lighter, texturing	maya, vray, mudbox, nuke