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Production List

2009

TouchDown – Vectorform

3D modeling
texturing
lighting
animation
compositing
motion graphics

2008

Back Stage multi-touch music experience – Vectorform

Motion graphics and effects

Go Game – Vectorform – Microsoft

3D modeling
texturing
lighting
animation
compositing
motion graphics

Financial Education Game – Vectorform – Chrysler Financial

3D modeling
texturing
lighting
compositing

UBApro – Vectorform

storyboard and shot organization
3D modeling
texturing
rigging
lighting
animation

Aseptic Sampler – Vectorform – W. L. Gore

lead artist
texturing
animation
compositing
editing
motion graphics

Go Green – Vectorform – Chrysler Financial

lead artist
animator

Grind Your Own Beans – Vectorform – Virtual Advantage

- 3D modeling
- texturing
- animation
- simulations
- compositing
- motion graphics

2007

Microsoft Blue Monster – Vectorform

- lead artist
- 3D modeling
- texturing
- animation
- simulations
- compositing
- motion graphics

Microsoft User Experience – Vectorform – Microsoft

- 3D motion graphics and animation

Microsoft Surface Video – Vectorform – Microsoft

- 3D artist and animator
- matte painting
- compositing

Creation of Adam – Answers in Genesis – Creation Museum

- head of visual effects
- research and development
- technical director
- 3D modeling
- texturing
- lighting
- animation
- greenscreen
- rotoscoping
- compositing

Flood Initiation – Answers in Genesis – Creation Museum

- shot design and storyboard
- research and development
- 3D modeling
- texturing
- lighting
- animation
- compositing

2006

Technical Illustrations – Answers in Genesis

- shot design and storyboard
- research and development
- 3D modeling
- texturing
- lighting
- animation
- compositing

2005

Higdon Memorial – Freelance

- director / head of visual effects
- shot design and storyboard
- greenscreen shoot
- 3D / 2D tracking
- 3D modeling / volumetrics
- texturing
- lighting
- animation
- keying / rotoscoping
- 3D matte / environment
- compositing

No Greater Love – Short Film

- head of visual effects
- practical effects (fog and faux ice)
- digital recolouring
- tracking
- 3D sky enhancement (one shot)
- skyline replacement (one shot)
- 3D modeling (tower)
- texturing
- lighting
- rendering
- matte painting
- ice crack effects (one shot)
- digital fog
- keying / rotoscoping
- lens effects and distortion (one shot)
- compositing

2004

IIE Ident – Ideal Images Entertainment

- motion graphics
- 3D animation
- particle effects

Modeling Charity – Short Film

- visual effects supervisor
- second unit camera operator
- practical effects and indoor rain setup
- digital reflections
- 3D modeling (airplane)
- texturing
- lighting
- animating
- rendering
- tracking
- rotoscoping
- compositing

Argentina Promotional – World Gospel Mission

- motion graphics
- tracking / stabilization

Arizona Field Video – World Gospel Mission

- photoshop design
- motion graphics
- digital recolouring
- keying
- tracking
- compositing

Kenya Field Video (Title Sequence) – World Gospel Mission

- photoshop design
- motion graphics
- tracking
- keying / rotoscoping
- 3D modeling
- texturing
- lighting
- cloth simulation
- camera animation
- rendering (dedicated render farm)
- compositing

IWU Art Department promo – Internship

- visual effects supervisor
- blue and greenscreen shoots
- keying
- photoshop design
- motion graphics
- DVD authoring

2003

Tenwek Health and Development Promotional – World Gospel Mission

- camera and audio assistant (on location in Kenya)
- offline editor
- motion graphics
- 3D modeling (technical illustrations)
- texturing
- lighting
- particle animation
- rendering

Maasai Health and Development Promotional – World Gospel Mission

- camera and audio assistant (on location in Kenya)

Hungary Field Video – World Gospel Mission

- photoshop design
- motion graphics

2002

The Enquiry – World Gospel Mission

- visual effects supervisor
- shot design and storyboard
- video projector effects
- matte painting
- keying / rotoscoping
- tracking / stabilization
- compositing

Home of Hope – World Gospel Mission

visual effects supervisor
chroma key shoot
keying / video paint
matte painting (room reconstructions)
3D / 2D motion graphics
compositing

The Prayer Video – Internship Project

head of visual effects
shot design and breakdown
tracking / stabilization
keying / rotoscoping
3D modeling / volumetrics
texturing
lighting
camera animation
rendering
motion transfer (3 different programs)
matte painting / 3D environment
3D / 2D compositing