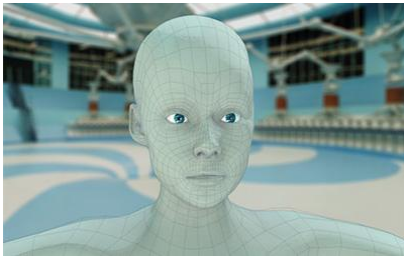


(Prince Caspian footage not yet available for use in this reel)



Charlie and the Chocolate Factory (Framestore CFC)

Built subdivision surface model of Veruca Salt and clothing based on 3d scan and photographs. Additional character set-up work on generic rig to give precise control of clothing. Matchmoving on several shots.



Troy (Framestore CFC)

Motion editing to create library of over 1000 moves. Using Maya and proprietary crowd system to provide technical directors with smaller set pieces of soldiers/boat crews and props for large crowd and armada scenes. Motion Capture at Artem-Digital.



10000 BC (Moving Picture Company)

Edited motion and retargetted to digital doubles for mammoth hunt sequence. Edited and extended runs and falls to blend with dynamic crowd agents in the Giza pyramid construction sequence.



Space Odyssey: Voyage to the Planets (Framestore CFC)

Lighting and rendering of external Pegasus (spaceship) elements using Mental Ray. Lighting and rendering of indoor floating object elements. Floating blood and water effects animation.



Hotel Methuselah (Freelance for Imitating The Dog)

Maya animated flies/sperm with roto and compositing in Shake. Video projection for an experimental theatre company.



Other Motion Capture Projects

World Tour Soccer Stars (SCEE)

Gladiator, Enemy at the Gates, Speedball 2, Triumph Software, Robbie Williams – Rock DJ, Captain Scarlet pitch, Lara Croft Dreamcast ad (Audiomotion)