

00:00:01		<p><b>Scourge</b></p> <ul style="list-style-type: none"> <li>• Rigging/weighting of creature</li> <li>• Creature animation</li> </ul>
00:00:04		<p><b>Scourge</b></p> <ul style="list-style-type: none"> <li>• Rigging/weighting of creature</li> <li>• Creature animation</li> </ul>
00:00:08		<p><b>Scourge</b></p> <ul style="list-style-type: none"> <li>• Creature and hero tentacle animation.</li> <li>• Tentacle animation based on dynamic system created by Injoon Hwang</li> </ul>
00:00:17		<p><b>Summerhood</b></p> <ul style="list-style-type: none"> <li>• Modelling, shading, animation and lighting of baseball</li> </ul>
00:00:23		<p><b>Jetstream (sequence)</b></p> <ul style="list-style-type: none"> <li>• Modelling, shading and lighting of F-18 jet</li> </ul>
00:00:43		<p><b>Painkiller Jane</b></p> <ul style="list-style-type: none"> <li>• 3D building extension</li> <li>• Camera animation</li> </ul>
00:00:53		<p><b>Painkiller Jane</b></p> <ul style="list-style-type: none"> <li>• Camera animation</li> <li>• 3D elements</li> <li>• Additional 3D by Gord Oscar</li> </ul>
00:00:58		<p><b>Pathfinder</b></p> <ul style="list-style-type: none"> <li>• Sword – matchmove, lighting</li> <li>• Head – matchmove, 3d elements</li> </ul>
00:01:00		<p><b>Pathfinder</b></p> <ul style="list-style-type: none"> <li>• Matchmove, animation, shading and lighting of neck element</li> <li>• Additional 3D work by Jason Nystrom</li> </ul>
00:01:02		<p><b>Pathfinder</b></p> <ul style="list-style-type: none"> <li>• Modelling, shading, animation and lighting of spear.</li> </ul>

00:01:03



**Pathfinder**

- Modelling, shading, animation and lighting of spear.

00:01:06



**Seed**

- Animation and lighting of pickaxe

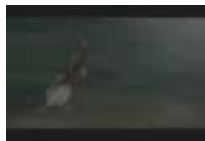
00:01:10



**Seed**

- Animation, shading and lighting of pipe

00:01:13



**Firestorm: Last Stand At Yellowstone**

- Camera and helicopter animation
- Lighting

00:01:15



**Firestorm: Last Stand At Yellowstone**

- Camera and helicopter animation
- Lighting

00:01:16



**Firestorm: Last Stand At Yellowston**

- Camera and helicopter animation
- Lighting
- Comp