

**Shot 01 - His Dark Materials Season 3**

Full CG shot, Deep comp

DMP integration

Muzzle flash, Interactive lighting

Searchlight beam integration, 2D smoke

**Shot 02 - His Dark Materials Season 3**

Full CG shot, Deep comp

DMP integration

Interactive lighting

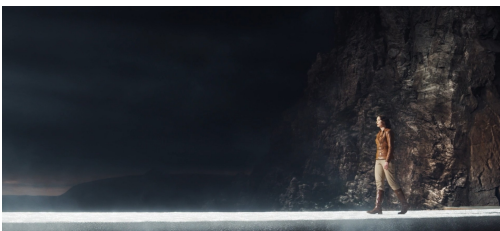
Searchlight beam integration, 2D smoke

**Shot 03 - His Dark Materials Season 3**

Matte extraction

DMP integration, Set extension

CG storm cloud FX and angels integration

**Shot 04 - His Dark Materials Season 3**

Final shot balance and overall look

CG and FX integration polishing

**Shot 05 - His Dark Materials Season 3**

Matte extraction

DMP integration

CG aircraft and angels

Window dirt

**Shot 06 - His Dark Materials Season 3**

Full CG shot, Deep comp

DMP integration

Nuke particle bullets

**Shot 07 - Ahsoka**

Matte extraction

DMP integration

Lightsaber effect creation

Hologram FX integration

**Shot 08 - Ahsoka**

Matte extraction, DMP integration
Lightsaber effect creation
Hologram FX integration
2D smoke and spark, Face replacement

**Shot 09 - The Acolyte**

Helmet breakage effect within comp
Lightsaber effect creation
2D spark

**Shot 10 - The Acolyte**

Matte extraction
DMP integration
Lightsaber effect creation
Lens flare

**Shot 11 - The Acolyte**

Lightsaber effect creation

**Shot 12 - The Acolyte**

Lightsaber effect creation

**Shot 13 - Halo Season 2**

Picked up the shot halfway through creative
Final shot balance and overall look
CG and FX integration polishing

**Shot 14 - Halo Season 2**

Matte extraction
DMP integration
CG rocks
FX and 2D smoke integration

**Shot 15 - Halo Season 2**

Matte extraction

DMP integration

FX plasma bullet

FX and 2D smoke integration

**Shot 16 - Halo Season 2**

Matte extraction

DMP integration

CG spaceships

FX and 2D smoke integration

**Shot 17 - Ballerina**

Split comp

CG table leg, gore, guts, blood, 2D blood and slime

FX explosion, smoke, dust, debris

Wrapping effect on the tabletop

Camera shake

**Shot 18 - Ballerina**

Split comp

CG canister, FX smoke and dust

Searchlight beam integration

Interactive lighting, 2D smoke

**Shot 19 - Crater**

Matte extraction

Set extension

Lamp lookdev

2D BG people integration

**Shot 20 - Crater**

Matte extraction

Set extension

Lamp lookdev

2D BG people and smoke integration

**Shot 21 - Crater**

Matte extraction

Set extension

DMP integration

2D smoke integration



Shot 22 - Captain America: Brave New World

CG mutant brain
Set extension
Smart vector wrapping effect on the skin
Green glowing pupil and cataract eye effect creation



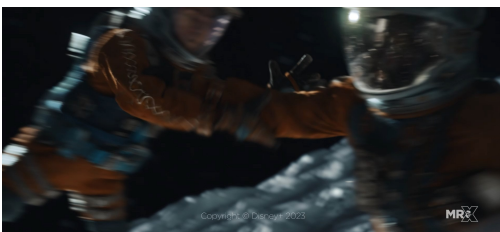
Shot 23 - The Boys Season 4

Lookdev
CG torso, legs, guts, gore and blood
2D blood integration



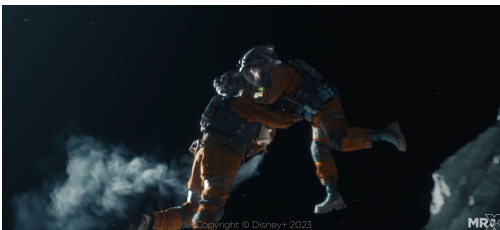
Shot 24 - Gen V

CG helicopter and smoke



Shot 25 - Crater

Matte extraction, DMP integration
CG visor, Reflection on the visor
Face replacement, FX oxygen stream



Shot 26 - Crater

Matte extraction, DMP integration
CG visor, Reflection on the visor
Face replacement, FX oxygen stream
Lens flare reconstruction



Shot 27 - Crater

Matte extraction, DMP integration
Plate repo, CG moon surface and lunar rover
FX meteor shower and dust



Shot 28 - Crater

Matte extraction, DMP integration
CG visor, Reflection on the visor
CG dust and debris
Lens flare reconstruction



Shot 29 - Crater

Full CG shot, Deep comp

DMP integration

Lens flare