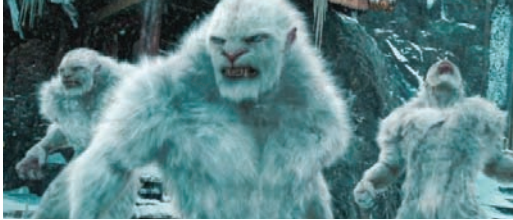


Breakdown Sheet 1



1. Mummy 3 - Scene Lighting of Yetis: Used Voodoo to adjust light positions and create a lighting setup for multiple shots. Rendered and managed multiple assets through proprietary rendering packages. Finally, manipulated the layers in a Light Comp, before handing elements off to compositing.

2. Fast & Furious - Scene Lighting of Tanker: Adjusted light positions in Voodoo, then rendered and maintained assets. Used a Light Comp to make adjustments before passing off to comp. Also setup reflections onto the car.

3, 4. Fast & Furious - Scene Lighting of Tanker: Adjusted lights in Voodoo and created several firelights for the explosion that needed to animate on and off. Rendered multiple tankers for varying levels of soot before and after the explosions. Used a Lighting Comp to make any quick adjustments before passing off to compositing.

5. Mummy 3 - Scene Lighting: Used Voodoo to adjust light positions and create a lighting setup for multiple shots. Created elements for interaction with the digital double. Rendered and managed multiple assets through proprietary rendering packages. Manipulated the layers in a Light Comp in Icy, before handing elements off to compositing.

6. Mummy 3 - Scene Lighting and Compositing: Light and rendered Yeti and digital double for interaction using proprietary software packages. Final composite done in Icy, by integrating the interaction of Yeti and the man, as well as FX falling snow elements.

7. Yogi Bear - Sequence Lighting, Scene Lighting and Compositing: Rendered elements using proprietary software packages. Final composite done in Icy with matte painting elements for environment. Added foreground clouds to help sell movement of characters.

8. Yogi Bear - Sequence and Scene Lighting: Adjusted firework lights in Voodoo based off plate. Created reflections in eyes from surrounding shots. Rendered and maintained multiple lighting assets. Manipulated light intensities and color in a Light Comp in Icy, before publishing elements to compositing.

9, 10, 11 Mummy 3 - Scene Lighting and Compositing: Light and rendered Yeti and digital double using proprietary software packages. Final composite done in Icy, which involved integrating the Yeti and man, as well as FX falling snow elements.

12. Fast & Furious - Scene Lighting and Compositing: Rendered reflection elements using proprietary software packages. Final composite done in Icy with elements from matte painting for background valley, environment replacement of cliff and ravine, as well as integration of cg plants.



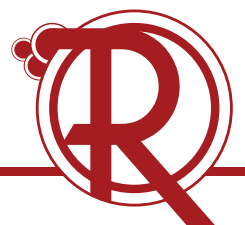
13. Fast & Furious - Scene Lighting and Compositing: Light and rendered Tanker using proprietary software packages. Animated lights for explosions. Final composite in Icy using elements from: matte painting for background valley and fallen tanker; and FX for dust in valley, dust off the Tanker, and the car tire smoke. Integrated the fire and smoke on Tanker from practical and cg elements.



14. Yogi Bear - Sequence Lighting, Scene Lighting and Compositing: Rendered elements using proprietary software packages. Final composite done in Icy with elements from matte painting for background sky and clouds.

15. Yogi Bear - Sequence and Scene Lighting: Rendered and managed multiple assets through proprietary rendering packages. Finally, manipulated the layers in a Light Comp within Icy, before handing elements off to compositing.

16. Alvin 2 - Sequence and Scene Lighting: Rendered and managed multiple elements using proprietary software packages. Helped to establish look for surrounding shots, as well as provided technical support for prop objects within the sequence.



Breakdown Sheet 2



17. Mummy 3 - Scene Lighting of Yetis: Used Voodoo to adjust light positions and create a lighting setup for multiple shots. Rendered and managed multiple assets through proprietary rendering packages. Finally, manipulated the layers in a Light Comp within Icy, before handing elements off to compositing.

18. Alvin 2 - Sequence and Scene Lighting: Rendered and managed multiple elements using proprietary software packages. Helped to establish look for surrounding shots, as well as provided technical support for prop objects within the sequence.

19, 21. Yogi Bear - Sequence Lighting, Scene Lighting and Compositing: Rendered elements using proprietary software packages. Final composite done in Icy with elements from matte painting for background environment.

20. Yogi Bear - Sequence and Scene Lighting: Rendered and managed multiple elements using proprietary software packages. Helped to establish the look for surrounding shots, as well as provided technical support for prop objects within the sequence.

22. Fast & Furious - Scene Lighting of Tanker: Adjusted lights in Voodoo and created animating firelights for the explosions. Rendered multiple tankers for varying levels of soot. Used a Light Comp to make any quick adjustments before passing off to compositing.

23. Mummy 3 - Scene Lighting and Compositing: Rendered and managed character assets. Used Icy to composite multiple environment and matte painting elements, as well as FX elements of falling snow.

24. Fast & Furious - Scene Lighting of Tanker: Light positions adjusted using Voodoo. Rendered and managed multiple assets through proprietary rendering packages. Manipulated the layers in a Light Comp in Icy, before handing elements off to comp.

25. Mummy 3 - Scene Lighting: Light positions adjusted using Voodoo. Rendered and managed multiple assets through proprietary rendering packages. Manipulated layers in a Light Comp before passing elements off to compositing.



26. Fast & Furious - Scene Lighting and Compositing: Rendered reflection elements for the roadway using proprietary software packages. Final composite done in Icy by integrating the matte painting background mountains, environment renders of the cliff and valley, cg plants throughout terrain, as well as, dust elements from FX.

27. Mummy 3 - Compositing: Final composite done in Icy by integrating the FX falling snow and fireball, as well as various practical explosion and fire elements. Setup interactive light coming from the fireball onto the character, as well as the buildings, and also created a heat distortion element.



28,29,31 Alvin and the Chipmunks - Scene Lighting: Light positions adjusted using Voodoo, and passed on to other similar shots. Rendered and managed multiple assets through proprietary rendering packages. Manipulated the layers in a Light Comp within Icy, before handing elements off to compositing.

30,32. Alvin 2 - Sequence and Scene Lighting: Rendered and managed multiple elements using proprietary software packages. Helped to establish look for surrounding shots, as well as provided technical support prop objects within the sequence.

