Reel Breakdown:

Raya and the Last Dragon
Key Lighting, compositing and fx placement - 00:00:06:00 – 00:00:28:00
Key and Foundational lighting rigs and fx placement - 00:00:28:00 - 00:00:49:20
Lit based on master rig. Responsible for all compositing - 00:00:50:00
Frozen 2
Key lighting, and responsible for assisting artists with lighting multiple language titles for title shot and compositing each language variant – 00:00:52:00
Lit based on master rig. Responsible for all compositing. 00:01:15:00- 00:01:33:14
Key lighting, matching look to prior keys – 00:01:35:06 - 00:01:54:00
Epic - Lit based on color key. Responsible for all compositing. CGI Studio+
+/Nuke
00:01:55:00
Epic - Lit based on direction from supervisor. BG based on master rig.
Responsible for all compositing. Arnold/Katana/Nuke
00:01:58:00
Spider-Verse - Lit based on color key and direction from supervisor/art
directors to establish additional shots. Arnold/Katana/Nuke
00:02:04:00
Spider-Verse - Lit based on direction from supervisor/art directors.
Responsible for all compositing. Arnold/Katana/Nuke
00:02:06:00
Spider-Verse - Lit for trailer based on direction from supervisor and
requests from compositor. Compositing assigned to additional compositer.
Arnold/Katana/Nuke
00:02:07:00
Spider-Verse - One-off shot. Bg matched to lighting from another sequence.
Character lighting direction from supervisor/art directors. Responsible for
all compositing. Arnold/Katana/Nuke
00:02:11:00
Epic - Lighting based on lighting from surrounding sequence. Responsible
for all compositing. CGI Studio++/Nuke
00:02:16:00
Epic - Lighting based on lighting from surrounding sequence. Responsible
for all compositing. CGI Studio++/Nuke
00:02:19:00
Rio 2 - Master rig lighting created with sequence lead. Responsible for all
compositing. CGI Studio++/Nuke
00:02:21:00
Epic - BG based on master rig. Character lighting based on direction from
supervisor. CGI Studio++/Nuke
00:02:25:00
Epic - Lighting rig based on direction from supervisor. Responsible for all
compositing. CGI-Studio++/Nuke

00:02:27:00
Epic - BG based on master rig. Character lighting based on direction from supervisor. CGI Studio++/Nuke
00:02:31:00
Spider-Verse - Lit for trailer based on direction from supervisor and requests from compositor. Compositing assigned to additional compositer. Arnold/Katana/Nuke
00:02:35:00
Spider-Verse - Lighting same-as based on master rig. Responsible for all compositing. Arnold/Katana/Nuke
00:02:37:00
Spider-Verse - Mid angle based on wide master rig from lead in prior shot. Responsible for all compositing. Arnold/Katana/Nuke
00:02:39:00
Rio 2 - Lighting based on sequence master rig. Responsible for all compositing. CGI Studio++/Nuke
00:02:42:00
Epic - Lighting based on sequence master rig. Responsible for all compositing. CGI Studio++/Nuke
00:02:45:00
Rio 2 - Master rig lighting created with sequence lead. Responsible for all compositing. CGI Studio++/Nuke
00:02:49:00
Rio 2 - One off jungle shot with monkey flying through jungle. CGI Studio++/Nuke
00:02:54:00
Epic - Lighting based on sequence master rig. Handed off to compositer. CGI Studio++/Nuke
00:02:56:00
Epic - Lighting based on sequence master. Scripted blinking light based on direction from animation. CGI Studio++/Nuke
00:02:59:00
Rio 2 - Lighting based on rig. Master rig lighting created with sequence lead. Responsible for all compositing. CGI-Studio++/Nuke
00:03:04:00
Ice Age III - Lighting based on sequence master. Responsible for all compositing. CGI Studio++/Nuke
00:03:29:15
Epic – Same-as backround based on prior shots. Added additional character lighting around desk based on direction from lead/supervisor. CGI-Studio++/Nuke
00:03:33:00
Rio - Lighting bg based on sequence master. Character lighting based on color key. CGI-Studio++/Nuke
00:03:36:00

Horton Hears A Who - Lighting bg based on sequence master. Character lighting based on color key. CGI-Studio++/Nuke
00:03:41:00
Spider-Verse – Same-as based on prior shot in sequence. Arnold/Katana/Nuke
00:03:43:00
Spider-Verse – Collider sequence. Kingpin & Spider-Man lighting/compositing based on art direction. BG based on sequence. Ink lines, invisibility effects and dot effects created in Nuke.
00:03:45:00
Spider-Verse – Alchemax Labs. Lighting based on master rig. Invisibility effects/lines/halftones/chroma effects created in Nuke.
00:03:48:20
Rio – Lighting based on master rig. Responsible for all compositing. CGIStudio++/ Nuke
00:03:50:00
Ice Age Continental Drift – Lighting based on master rig / color keys. Responsible for all compositing. CGI-Studio++/Nuke
00:03:53:00 - 00:04:03:15
Ferdinand – BG lighting based on master rig. Character lighting based on direction from supervisor. Responsible for all compositing. CGI-Studio+ +/Nuke
00:04:04:00
Ferdinand – Master rig created by lead and myself for this sequence. Responsible for all compositing. CGI-Studio++/Nuke
00:04:14:00
Ferdinand - Shots based on master rig. Responsible for all compositing. CGI-Studio++/Nuke
00:04:25:00
Ice Age Continental Drift - Shots based on master rig. Responsible for all compositing. CGI-Studio++/Nuke
00:04:46:00