Kung Fu Panda 2
Po and Wolf
Fur (proprietary) and clothing simulation
With Qualoth in Maya

Kung Fu Panda 2
Peacock (Master Shen)
Clothing simulation (Qualoth) and feather work
(proprietary)

Kung Fu Panda Holiday
Po
Hat fringe and tassels: <u>costume setup and simulation</u> with Qualoth
 in Maya

Kung Fu Panda Holiday
Shifu and Po & all party guest characters
Clothing simulation (Qualoth), fur finaling and character effects
(hand, foot and prop contact)

Kung Fu Panda 2
Shifu, Po and party guests
Clothing simulation (Qualoth), fur finaling and character effects

Kung Fu Panda 2
Shifu and Po
Clothing simulation (Qualoth), fur finaling and character effects

Kung Fu Panda 2
Shifu
Clothing simulation (Qualoth), fur finaling and character effects

Kung Fu Panda 2
Wolves & ropes, townspeople
Wolves and townspeople's clothing simulation.
Setup up cloth ropes with Qualoth and simulated to interact with wolf hands.

Kung Fu Panda 2
Tigress, Manits, Shifu and Croc
Clothing simulation (Qualoth), wind on fur & clothing, animation of secondary parts of characters (Shifu's whiskers, Croc's eyebrows, etc)

Harry Potter & the Sorcerer's Stone
Harry Potter
Cape clothing simulation (Maya Cloth)

Harry Potter & the Sorcerer's Stone
Various Quidditch players
Cape clothing simulation (Maya Cloth)

Wal-mart Commercial ~ "Sunny Skies"
Smiley and signs
Animation and rendering of price rollback. Smiley movement and interaction with signs.

Cloudy With a Chance of Meatballs
Mayor, Baby Brent, ribbon and tarps
Simulation and animation of ribbon-cutting, tarp, Mayor and Baby Brent, using Sony's proprietary solver. Special animation finaling with ribbon.

Cloudy With a Chance of Meatballs
Mayor and tarp
Cloth simulation of Mayor's clothing and tarp pulling off (Sony proprietary cloth solver). Did all tarp setups on all shots

CLOUDY WITH A CHANCE OF MEATBALLS
Dad & Flint's lab coat
Cloth simulation of Dad's outfit and the lab coat he pulls off the telephone wire. Setup of Flint's lab coat costume and also of Earl's (Dad's) costume using Sony's proprietary cloth solver.

CLOUDY WITH A CHANCE OF MEATBALLS
Flint's lab coat
Cloth simulation Flint's lab coat and also animation of Flint's hair, as he looks up from trash can.

CLOUDY WITH A CHANCE OF MEATBALLS
Flint and crowd
Cloth and hair simulation with wind for Flint, Sam and all generics in crowd. Cloth and hair sim achieved with Sony's proprietary solver.

CLOUDY WITH A CHANCE OF MEATBALLS
Flint, Sam, Manny and crowd
Cloth and hair simulation with wind for Flint, Sam and all generics in crowd, achieved with Sony's proprietary solver. Created Flint, Sam and Manny's costume setups.

CLOUDY WITH A CHANCE OF MEATBALLS
Flint and Earl (Dad)
Cloth and hair simulation with wind for Flint achieved with Sony's proprietary solver. Clothing simulation for Earl.
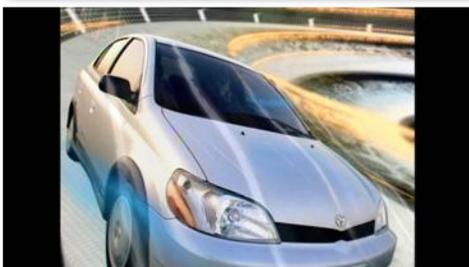
TOYOTA "ECHO" LAUNCH COMMERCIALS
Sound waves
Animated "soundwaves" traveling around exterior and interior of car. Various techniques including particle, softbody simulations, cloth dynamics, and shader animation.

DUCK STUDIOS SHORT "SNOWMAN"
FX Animation
Sparks and electric bolts done with particle and shader animation in Maya.

MEGAMIND
Metro Man, Megamind & Roxanne
Clothing simulation and character effects for all, using Qualoth and Maya. Shot set up of robe costume for Metro Man due to more involved animation than anticipated.

MEGAMIND
Roxanne and Megamind
Clothing simulation and character effects for all, using Qualoth and Maya.

MEGAMIND
Junior Megamind
Clothing simulation and character effects, using Qualoth and Maya. Additional animation of balls for correct shadows when they are off screen.

MEGAMIND
Minion
Simulation of tentacle bits, using Qualoth. Geometry clean up of eyes, teeth, lips, etc. Animation of glass falling when he "dies".

MEGAMIND
Tighten
Clothing simulation using the Qualoth solver.

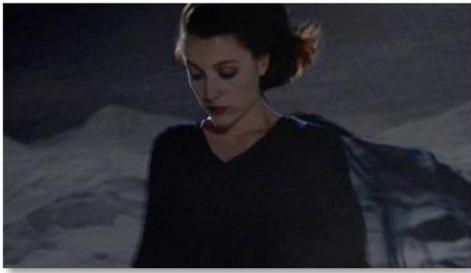### MARABUNTA (LEGION OF FIRE: KILLER ANTS!)

Ants
Animation, lighting and rendering of ants using Maya.

NISSAN COMMERCIAL "FEEL IT"
Car effects
Dynamic particles and shader animation to produce warping effect in Maya.

X-Files Season 5 Episode 7 "Emily"

Sandstorm effects

Dynamic particle animation passes created in Dynamation.

I Am Legend

Alpha Male Zombie

Clothing simulation using Syflex.

I Am Legend

Zombie dogs

Skin simulation using Syflex.

I Am Legend

Alpha Female Zombie

Created costume setup in Maya Panel Cloth and did shot simulations with Syflex.

I Am Legend

Alpha Male Zombie

Clothing simulation using Syflex.

I Am Legend

Various Zombies

Clothing simulation using Syflex. Set up costume patterns for several zombie generics using the Maya Panel Cloth system. Final simulations for shots are done with Syflex.

I Am Legend

Various Zombies

Clothing simulation using Syflex. Set up costume patterns for several zombie generics using the Maya Panel Cloth system. Final simulations for shots are done with Syflex.

I Am Legend
Alpha Male and Female Zombie
Clothing simulation using Syflex. Set up Female's costume pattern using the Maya Panel Cloth system and final costume with Syflex.

I Am Legend
Grass coming through asphalt
Laid out and rendered grass patterns using a combo of maps and hair layout, with Sony proprietary fur/grass system.

I Am Legend
Grass coming through asphalt
Laid out and rendered grass patterns using a combo of maps and hair layout, with Sony proprietary fur/grass system.

Polar Express
Steamer
Wind simulation on Steamer's jacket using Maya Cloth and Maya Volume Axis for wind.

Polar Express
Chris
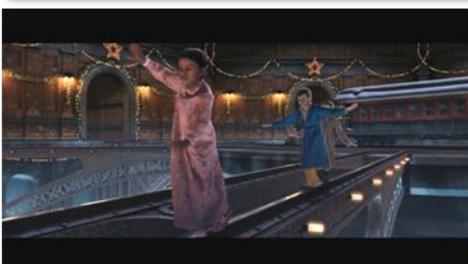Wind and simulation on Chris's robe & PJs using Maya Cloth. Set up collars with neck rigs to help keep pajama and robe collars aligned. Did costume setup of Chris.

Polar Express
Chris and Conductor
Simulation on Chris's robe & PJs and Conductor using Maya Cloth. Set up collars with neck rigs to help keep pajama and robe collars aligned.
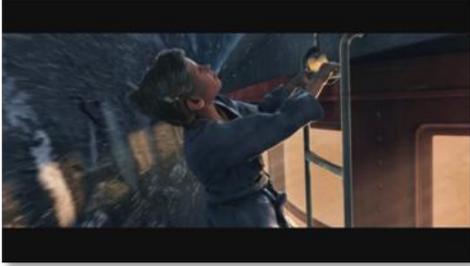
Polar Express
Holly, Chris and Lonely Boy
Simulation on all three using Maya Cloth. Rigging on collars for Holly and Chris. Did costume setup for "Lonely Boy" (in nightshirt).

Chris

Wind and simulation on Chris and Holly using Maya Cloth and Maya Volume Axis for wind.

Set up collars with neck rigs to help keep pajama and robe collars aligned for both.

Chris

Wind and simulation on Chris's robe & PJs using Maya Cloth and Maya Volume Axis for wind.

Set up collars with neck rigs to help keep pajama and robe collars aligned.

Holly, Conductor and Chris

Wind and simulation on all chars using Maya Cloth and Maya Volume Axis for wind.

Set up collars with neck rigs to help keep pajama and robe collars aligned for all chars. Did costume setup of Chris and Conductor.

Chris & Hobo

Wind and simulation on Chris and Hobo, using Maya Cloth and Maya Volume Axis for wind.

Set up collars with neck rigs to help keep pajama and robe collars aligned.

Chris & Hobo

Wind and simulation on Chris's robe & PJs using Maya Cloth and Maya Volume Axis for wind.

Chris & Hobo

Wind and simulation on Chris's robe & PJs and Hobo's outfit using Maya Cloth and Maya Volume Axis for wind.