

*all images property of Dreamworks Animation



Mr. Peabody & Sherman (2014)

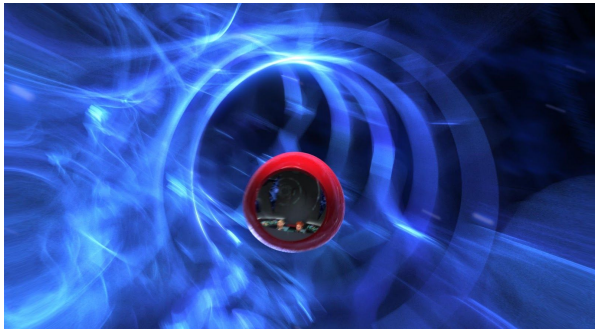
shots 1 - 3

0:04-0:10 - lighting, tech fixing, rendering and compositing, crowd regioning and integration



shots: 4 - 7

0:10-0:16 - lighting, tech fixing, rendering, compositing, fx integration



shots: 8

0:17-0:24- lighting, tech fixing, rendering, compositing, transition elements, fx integration

shots: 9

0:24-0:30- shot finaling, tech fixing, rendering, compositing



Rise of The Guardians (2012)

shots: 10

0:31-0:32 - lighting, tech fixing, rendering, compositing



shots: 11 - 13
0:32-0:43 - lighting, tech fixing, rendering,
compositing, crowd integration, fx integration



shots: 14-15
0:43-0:50 - lighting, tech fixing, rendering and
compositing



shots: 16
0:51-0:53 - shot finaling, tech fixing, rendering and
compositing



How to Train Your Dragon 2 (2014)

shots: 17- 19
0:53-1:03 - lighting, tech fixing, rendering and
compositing



Gift of the Night Fury (2011)

shots: 20
1:04-1:07 - lighting setup, lighting, tech fixing,
rendering and compositing



shots: 21-22
1:08-1:17 - lighting, tech fixing, rendering, compositing, crowd regioning and integration, ocean rendering and integration

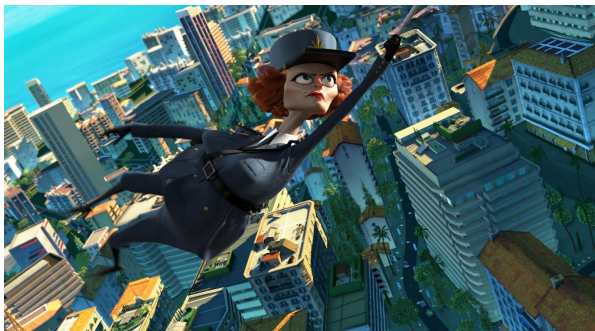


How to Train Your Dragon (2010)

shots: 23 -24
1:18-1:24 - vis dev on look of sequence, lighting, tech fixing, rendering, compositing



shots: 25 - 28
1:25-1:33- lighting, tech fixing, rendering, compositing, fx integration



Madagascar 3 (2012)

shots: 29
1:33-135 - lighting, tech fixing, rendering, compositing



shots: 30 - 32
1:35-1:46- lighting, tech fixing, rendering, compositing, integration of fx, integration of transition elements, lookdev on metal ring and fx oil



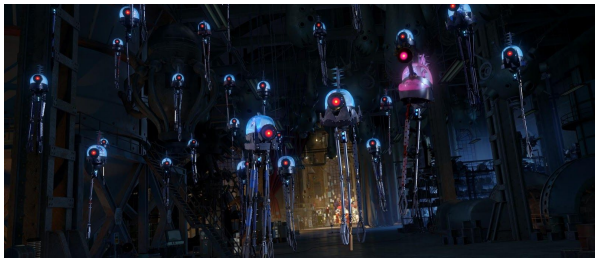
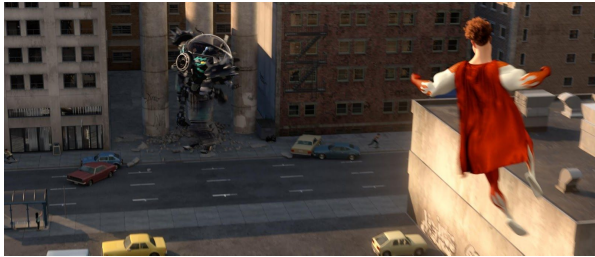
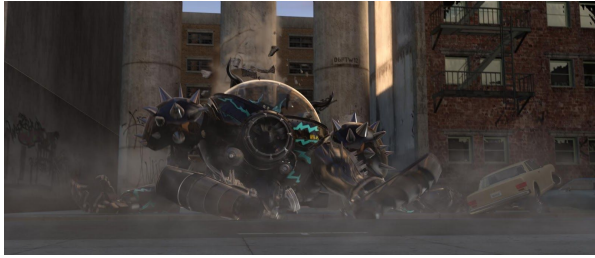
shots: 33 - 36

1:46-2:02- lighting, tech fixing, rendering, compositing, integration of fx

Megamind (2010)

shots: 37 - 38

2:03-2:07- lighting, tech fixing, rendering, compositing, integration of fx, crowd regioning and integration, water reflections



shots: 39 - 42

2:07-2:16 - lighting, tech fixing, rendering, compositing, integration of fx

shots: 43

2:17-2:18 - vis dev on look of bots, lighting, tech fixing, rendering, compositing, integration of fx

shots: 44

2:18-2:25 - shot finaling, tech fixing, rendering, compositing, integration of fx