'Green Zone'
Double Negative

- Modelling, texturing and lookdev of various buildings and vehicles
- Set dressing sections of scene
- Lighting sections of scene
- Adding variety and details to trees with projected matte paintings
- Lots of optimising, babysitting and wrangling renders in RenderMan

'Green Zone'
Double Negative

- Lighting tanks
- Rendering in RenderMan

'Green Zone' - Airport shots
Double Negative

- Lighting middle/background elements: soldiers, buildings, vehicles
- Rendering in RenderMan

'Green Zone'
Double Negative

- Modelling, texturing, lookdev and lighting of hole in ceiling
- Blending borders between live action/CG and adding details with projected matte painting
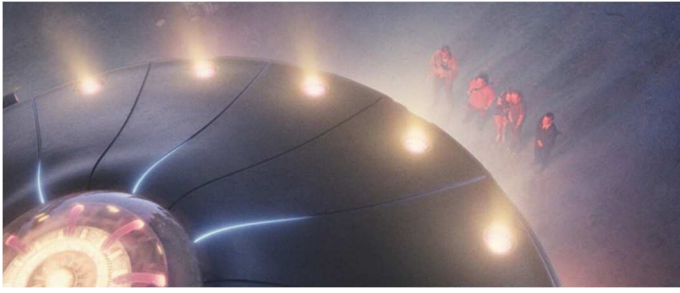- Rendering in RenderMan

'Green Zone'
Double Negative

- Modelling, texturing, lookdev and lighting of French doors
- Lighting BG palm trees
- Rendering in RenderMan

'Paul' - Alien shots
Double Negative

- Lighting Paul
- Implementing pipeline for dynamically displacing Paul's skin (for wrinkles etc) based on edge stretch/compression of mesh
- Rendering in RenderMan

'Paul' - UFO shots
Double Negative

- Modelling, texturing and lookdev of UFO
- Creation of animated incandescence maps for UFO lights

Holmenkollen
Gungho VFX

- Lookdev and lighting of crowd, flags and hot air balloon
- Rendering in Mental Ray

'The Debt'
Double Negative

- Lookdev and lighting of airplane
- Rendering in RenderMan

V6
Gungho VFX

- Modelling, texturing, lookdev and lighting of V6 packet
- Rendering in Mental Ray

ERGO Direkt
Gungho VFX

- Modelling, texturing, lookdev and lighting of medical instruments
- Rendering in V-Ray

Aqua d'or
Gungho VFX

- Texturing, lookdev and lighting of branches, leaves and flowers in FG
- Rendering in V-Ray

Bohus
 Gungho VFX

- Modelling, texturing and lookdev of magazine and brown armchair
- Rendering in V-Ray