

## VFX Demo Reel Breakdown

1. **CSI:** Modeling and texturing, of glass shards, bullets, and bullet trails, lighting of the cg objects, smoke and fire effects, and scene/render layer break out.
2. **Craftsman Robots:** Modeling and texturing on various parts on the robot and bike, lighting, scene/render layer break out.
3. **Why Planes Crash:** Animation, camera layout, fire and smoke effects, compositing, lighting, scene/render layer break out.
4. **Big Bang Theory:** Animation, particle instancing and animation, surfacing, lighting, camera layout, scene/render layer break out.
5. **Mazda:** Lighting, scene layout, modeling of coliseum, surfacing on coliseum, car, and ground, scene/render layer break out.
6. **Red Sky:** Animation, camera layout, smoke effects, lighting, scene/render layer break out, compositing.
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8. **CSI:** Skeleton surfacing, skeleton animation and rigging, scene/render layer break out, compositing.
9. **Terra Nova:** Lighting, dust and rock effects, scene/render layer break out, compositing.
10. **White Shoe:** Surfacing of all assets, cloth, smoke, fire and cloud effects, animation, camera animation, lighting, scene/render layer break out, compositing.
11. **Amazing Spider Man:** Modeling, surfacing and lighting on the trench coat sleeve, scene/render layer break out.
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14. **Grimm:** Facial animation on bird face, lighting, scene/render layer break out, compositing.
15. **CSI:** Surfacing, lighting, particles and instancing, animation, scene/render layer break out, compositing.
16. **Hunger Games:** Surfacing, animation, lighting, effects, scene/render layer break out.
17. **Armored:** Fender of armored truck modeling, surfacing, lighting, tracking, scene/render layer break out.
18. **Fortress:** Lighting, animation of plane, surfacing, modeling, and matte painting of the environment, dust and effects, scene/render layer break out, compositing.
19. **Crackdown:** Modeling and surfacing of environment, scene/render layer break out.
20. **Red Sky:** Animation, camera layout, environment creation, particle foliage, lighting, scene/render layer break out, compositing.
21. **Terra Nova:** Lighting, scene/render layer break out, compositing.