

## Shot Breakdown

Shot 1: City Street Extension – Keyed out the end of the street and extended the set with a digital matte painting. (Photoshop, Fusion)

Shot 2: [FAKE] HP Commercial – Used motion tracking in Fusion to produce a mock HP commercial

Shot 3: 3D Wizard Wand for iPhone – ALL ASPECTS (Lightwave, Fusion)

Shots 4-5: Mechwarrior – ALL ASPECTS (Lightwave)

Shot 6: Cargo Bay Interior – ALL ASPECTS (Lightwave)

Shot 7: G-Fi & navmii – Animation, Texturing in Lightwave. Composited in Fusion

Shot 8: Test Flight – ALL ASPECTS (Lightwave)

Shots 9-14: Twisted Abyss stills – Modeled, UV Textured, Rendered all objects in Lightwave. Later exported to Unity Game Engine.

Shot 15: ICUP Panel Truck – Textured in Lightwave.

