Epic - Lit based on color key. Responsible for all compositing. CGI Studio+ +/Nuke	1
Epic - Lit based on master rig. Responsible for all compositing. CGI Studio+ +/Nuke	2
Epic - Lit based on master rig. Responsible for all compositing. CGI Studio+ +/Nuke	3
Epic - Lit based on direction from supervisor. BG based on master rig. Responsible for all compositing. Arnold/Katana/Nuke	4
Spider-Verse - Lit based on color key and direction from supervisor/art directors to establish additional shots. Arnold/Katana/Nuke	5
Spider-Verse - Lit based on direction from supervisor/art directors. Responsible for all compositing. Arnold/Katana/Nuke	6
Spider-Verse - Lit for trailer based on direction from supervisor and requests from compositor. Compositing assigned to additional compositer. Arnold/Katana/Nuke	7
Spider-Verse - One-off shot. Bg matched to lighting from another sequence. Character lighting direction from supervisor/art directors. Responsible for all compositing. Arnold/Katana/Nuke	8
Epic - Lighting based on lighting from surrounding sequence. Responsible for all compositing. CGI Studio++/Nuke	9
Epic - Lighting based on lighting from surrounding sequence. Responsible for all compositing. CGI Studio++/Nuke	10
Rio 2 - Master rig lighting created with sequence lead. Responsible for all compositing. CGI Studio++/Nuke	11
Epic - BG based on master rig. Character lighting based on direction from supervisor. CGI Studio++/Nuke	12
Epic - Lighting rig based on direction from supervisor. Responsible for all compositing. CGI-Studio++/Nuke	13
Epic - BG based on master rig. Character lighting based on direction from supervisor. CGI Studio++/Nuke	14

Description	Shot
Spider-Verse - Lit for trailer based on direction from supervisor and requests from compositor. Compositing assigned to additional compositer. Arnold/Katana/Nuke	15
Spider-Verse - Lighting same-as based on master rig. Responsible for all compositing. Arnold/Katana/Nuke	16
Spider-Verse - Mid angle based on wide master rig from lead in prior shot. Responsible for all compositing. Arnold/Katana/Nuke	17
Rio 2 - Lighting based on sequence master rig. Responsible for all compositing. CGI Studio++/Nuke	18
Epic - Lighting based on sequence master rig. Responsible for all compositing. CGI Studio++/Nuke	19
Rio 2 - Master rig lighting created with sequence lead. Responsible for all compositing. CGI Studio++/Nuke	20
Rio 2 - One off jungle shot with monkey flying through jungle. CGI Studio++/Nuke	21
Epic - Lighting based on sequence master rig. Handed off to compositer. CGI Studio++/Nuke	22
Epic - Lighting based on sequence master. Scripted blinking light based on direction from animation. CGI Studio++/Nuke	23-24
Rio 2 - Lighting based on rig. Master rig lighting created with sequence lead. Responsible for all compositing. CGI-Studio++/Nuke	25
Ice Age III - Lighting based on sequence master. Responsible for all compositing. CGI Studio++/Nuke	26-28
Epic – Same-as backround based on prior shots. Added additional character lighting around desk based on direction from lead/supervisor. CGI-Studio++/Nuke	35
Rio - Lighting bg based on sequence master. Character lighting based on color key. CGI-Studio++/Nuke	29-32,36
Ice Age Dawn of the Dinosaurs – Lighting based on master rig / color keys. Responsible for all compositing. CGI-Studio++/Nuke	33-34
Horton Hears A Who - Lighting bg based on sequence master. Character lighting based on color key. CGI-Studio++/Nuke	37

Spider-Verse – Same-as based on prior shot in sequence. Arnold/Katana/Nuke	38
Spider-Verse – Collider sequence. Kingpin & Spider-Man lighting/compositing based on art direction. BG based on sequence. Ink lines, invisibility effects and dot effects created in Nuke.	39-41
Spider-Verse – Alchemax Labs. Lighting based on master rig. Invisibility effects/lines/halftones/chroma effects created in Nuke.	42
Rio – Lighting based on master rig. Responsible for all compositing. CGI-Studio++/Nuke	43
Ice Age Continental Drift – Lighting based on master rig / color keys. Responsible for all compositing. CGI-Studio++/Nuke	44-45
Ferdinand – BG lighting based on master rig. Character lighting based on direction from supervisor. Responsible for all compositing. CGI-Studio++/Nuke	46-47
Ferdinand – Master rig created by lead and myself for this sequence. Responsible for all compositing. CGI-Studio++/Nuke	48-49
Ferdinand - Shots based on master rig. Responsible for all compositing. CGI-Studio++/Nuke	50-56
Ice Age Continental Drift - Shots based on master rig. Responsible for all compositing. CGI-Studio++/Nuke	57-58