

SHOWREEL BREAKDOWN

As a supervisor I oversee the entire process of asset and shot production. I would frequently jump on the box to help out wherever I could.

SHORT VERSION

Dune: Part 1 - DNEG - CG Build Supervisor

Hero digi doubles • Soldiers • Multiple city builds • Harvesters • Ornithopters • Spaceships

The Continental - Crafty Apes - CG Supervisor

Continental Hotel set extension • Manhattan layout • Adjudicator's face • Digi doubles • Crowds

IT: Welcome to Derry - Crafty Apes - CG Supervisor

Air Force base full build and layout • Shot camera repo • Derry Town build • Standpipe build

Foliage replacement • Rolling fog simulations

Guardians of the Galaxy II - Framestore - Lead Modeller

Rocket Raccoon • Baby Groot • Hero digi doubles • Opening sequence set build • Ayesha's Lair set extension

Uncharted - DNEG - CG Build Supervisor

Ship set extension • Ship full CG build • CG Helicopters • Hero digi doubles

Gran Turismo - Crafty Apes - CG Supervisor

Per shot vehicle replacements • Crowds

Spider-Man: Far from Home - Framestore - Lead Modeller

Accelerated Misterio set build • Multiple Spider-Men throughout the ages

Ballerina - Crafty Apes - CG Supervisor

Restaurant set extensions • Animated props • Ice Skate fight animation

Halo - Crafty Apes - CG Supervisor

Set extension • FX explosions • Helmet replacements

Black Mirror - Crafty Apes - CG Supervisor

Full set concept and design • Crowds

Thor: Ragnarok - Framestore - Lead Modeller

Hero digi doubles • Asgard City design and build • Rainbow Bridge design and build

Gravity - Framestore - Lead Previz Layout / Modeller

Interior space station previz layout • interior and exterior space station modelling

DETAILED VERSION

Dune: Part 1 - DNEG - CG Build Supervisor

Battle sequences: I managed the model, texture and lookdev of the hero digi doubles and soldiers.

Cities: Working with clients and environment supervisors to design and build districts for two civilizations.

Vehicles: I managed the build artists (Model, Texture, Lookdev) creating the harvesters and ornithopters.

The Continental - Crafty Apes - CG Supervisor

I was responsible for looking after all CG, from build to final lighting.

Sets and Layouts: The continental hotel set extension and general Manhattan environment.

Characters: The Adjudicators face beneath her mask. Hero digi doubles

Crowds: Generic people walking the streets

Over approximately 700 shots I worked very closely with my lighting supervisor. Together we designed a robust system to ensure that we could absorb client changes with minimal impact during active production.

IT: Welcome to Derry - Crafty Apes - CG Supervisor

Derry Air Force base: All shots in the base were shot on derelict runways. We had to build an entire active Air Force base filled with working Airmen, Planes flying, taxiing and stationary, and vehicles. Due to the way it was filmed a large part of my role was working as a bridge between animation and layout as we restaged cameras to ensure continuity across sequences.

Derry Town & standpipe: The season was set in summer, but filmed in winter when the town was largely covered up with road works. We ended up replacing the entire town when seen from wide shots, filled with crowds, vehicles and foliage. Almost every tree seen in my reel is CG, the camera even had to pass through them often. I also managed the FX department creating the huge rolling fog simulations.

Guardians of the Galaxy II - Framestore - Lead Modeller

Characters: My primary focus was working with character artists creating Rocket, Baby Groot and digi doubles of the main cast, used in the opening sequence.

Sets: I looked after modellers creating the full sets seen in the opening sequence and Ayesha's lair.

Uncharted - DNEG - CG Build Supervisor

Ships: The ships seen in the cave were set extension builds. However, the same ships were seen as full CG in the helicopter chase sequence so we had to build them in a way that could accommodate both scenarios.

Vehicles: I oversaw the build team creating the two hero helicopters seen in the chase sequence.

Gran Turismo - Crafty Apes - CG Supervisor

CG Cars: Once the film was in editing the clients quickly realised that the cars were not in the correct race order between shots. For three of the big races we were tasked with creating clean plates of the entire sequence, then adding cars back to the race in the scripted order. These cars were often seen extremely close up for extended periods, so assets and lighting had to be absolutely spot on. Lighting in particular was a significant challenge as lighting direction would often change quickly, multiple times in a single shot.

Spider-Man: Far from Home - Framestore - Lead Modeller

Mysterio Battle: This sequence was added to the movie very late during post production. I managed the modellers on an accelerated build of the fight environment.

Spider-Mans: Tom Holland was not available for re-shoots. I looked after a large team of modellers recreating every Spider-Man through the ages for the Mysterio battle.

Ballerina - Crafty Apes - CG Supervisor

Restaurant: During the restaurant fight I looked after build and FX artists to fill the set with props and broken glass, and ensured continuity across shots.

Ice Skate Fight: The sequence was shot with the actress holding only a pair of laces. I managed the build of the CG Skates and the animation team as we added them into every shot, choreographing the skates to land lethal blows ensuring we matched the actress's performance.

Halo - Crafty Apes - CG Supervisor

Set extensions: We were brought on very late in the process to pick up work that another vendor was running behind on. We built the extended sets around the breach area.

Helmets: A few of the actors were not wearing helmets during the shoot, so we had to re-create them and add them to the shots.

Black Mirror - Crafty Apes - CG Supervisor

Set design: This entire sequence was full green screen. I managed a team of concept artists and CG artists to design and build the entire environment.

Crowds: This was one of our first large crowd builds. I worked with my FX team to fill the CG stadium with very large crowds, while also developing a future-proof crowd pipeline.

Thor: Ragnarok - Framestore - Lead Modeller

City: I looked after modellers creating the buildings for Asgard.

Rainbow Bridge: This sequence was shot on a stone bridge set. Toward the end of production the clients wanted to completely re-design the bridge. We ended up re-creating the entire bridge, going through multiple design iterations until we found a design the clients approved.

Gravity - Framestore - Lead Previz Layout / Modeller

Layout: At the start of the project, during previz Framestore loaned me on contract to the clients, working in the Directors office to dress the interior of both space stations. As this task grew I ended up looking after a team of seconded runners to help with the build.

Modelling: After previz was completed I joined the modelling team back at Framestore. I worked on modelling the interior and exterior of both space stations.