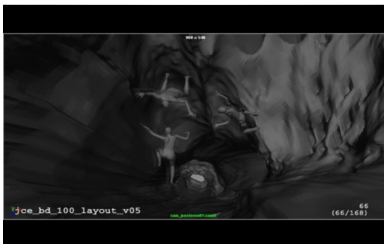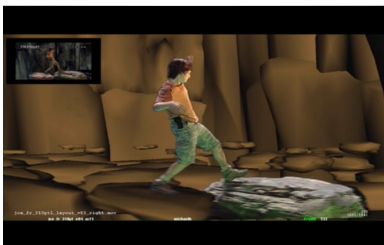|	
1	Photography – Nikon still camera
2	<u>True Lies</u> camera, aircraft and Schwarzenegger character animation/ miniature photography
3	<u>Journey – 3D</u> stereoscopic camera and character layout in Maya
4	Journey – 3D stereoscopic camera and set layout in Maya
5	<u>Journey – 3D</u> stereoscopic camera layout, rock animation and set dressing in Maya (multi-rig)
6	<u>Journey – 3D</u> stereoscopic camera and character layout in Maya (multi-rig)

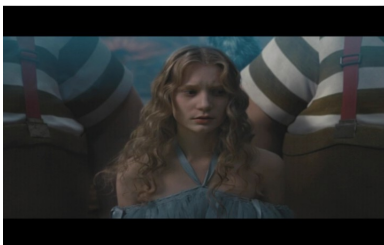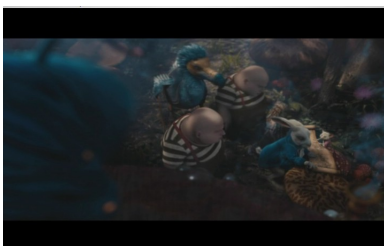|		
7		<u>Journey – 3D</u> stereoscopic camera and character layout in Maya (multi-rig projectors)
8		<u>Alice In Wonderland – 3D</u> camera, set dressing and character layout in Maya (multi-rig)
9		<u>Alice In Wonderland – 3D</u> camera, set dressing and character layout in Maya (multi-rig)
10		<u>Alice In Wonderland – 3D</u> camera, set dressing and character layout in Maya
11		<u>Alice In Wonderland – 3D</u> camera, set dressing and character layout in Maya (multi-rig)
12		<u>Alice In Wonderland – 3D</u> camera, set dressing and character layout in Maya (multi-rig)

13   <u>Alice In Wonderland – 3D</u> camera, set dressing and character layout in Maya (multi-rig)

14   <u>Alice In Wonderland – 3D</u> camera, set dressing and character layout in Maya (multi-rig)
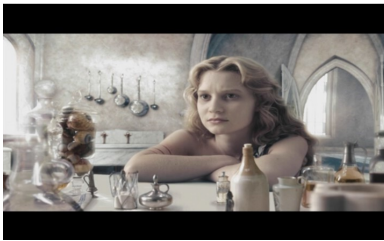

15   <u>Alice In Wonderland – 3D</u> camera, set dressing and character layout in Maya (multi-rig)

16   <u>Alice In Wonderland – 3D</u> camera matchmove/layout in Maya (multi-rig)

17   <u>Alice In Wonderland – 3D</u> camera layout and set dressing in Maya (multi-rig)

18   <u>Alice In Wonderland – 3D</u> camera layout and set dressing in Maya (multi-rig)

19		<u>Alice In Wonderland – 3D</u> stereoscopic character matchmove of stirrup and girl in saddle, in Maya (multi-rig)
20		<u>Stuart Little 2</u> facial matchmove
21		<u>Safety Last</u>! Harold Lloyd, Euro Disney – Image Based Modeling, building bricks and camera position from multiple still photos in 3D Equalizer
22		<u>Reign Of Fire</u> – Disney Feature Animation Image Based Modeling of elevator shaft from multiple still photographs in Photomodeler
23		<u>Seldane</u> commercial Lighting Director of Photography/Camera Operator
24		<u>Seldane</u> commercial Lighting Director of Photography/Camera Operator

| 25 | | <u>Seldane</u> commercial
Lighting Director of Photography/Camera Operator |
26		<u>Seldane</u> commercial Lighting Director of Photography/Camera Operator
27		<u>Seldane</u> commercial Lighting Director of Photography/Camera Operator
28		<u>Seldane</u> commercial Lighting Director of Photography/Camera Operator
29		<u>Seldane</u> commercial Lighting Director of Photography/Camera Operator
30		<u>Seldane</u> commercial Lighting Director of Photography/Camera Operator

31
Seldane commercial
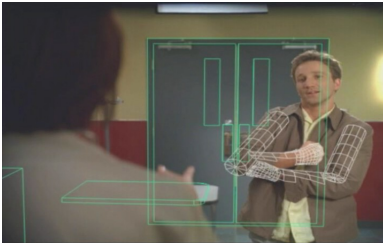Lighting Director of Photography/Camera Operator
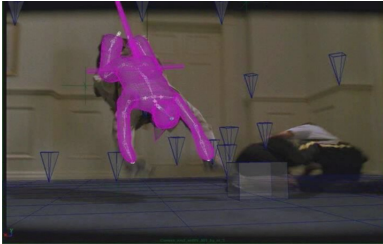
32
X-Men2 character and camera matchmove/layout. Character matchmove is emitter for particle system
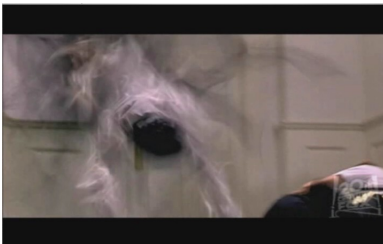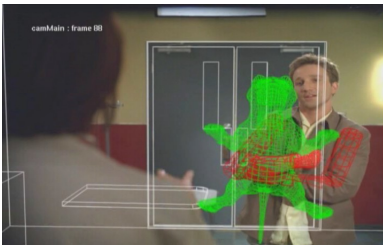
33
X-Men2 finished shot

34
Garfield
Character animation (rotomation) and camera layout

35
Garfield
Character animation (rotomation) and camera layout

36
Garfield
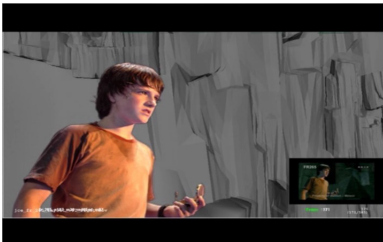Character animation (rotomation) and camera layout
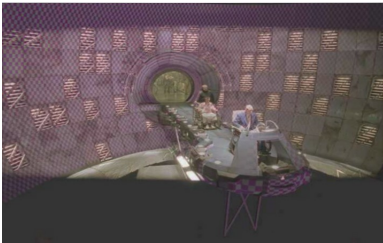
37 Ed Wood camera animation

38 Ed Wood camera and spaceship animation

39 Journey – 3D stereoscopic camera layout and set dressing in Maya (multi-rig)

40 X-Men2
camera matchmove (checkerboard added, vertexes at circular door animated for perfect match and set extension

41 Photography – Nikon still camera