

Gregg Domain - Shot Breakdown List 2010



Shot 01
Client: Summit Entertainment / Participant Media
Project: Furry Vengeance
Studio: Furious FX
Responsibilities: fur grooming & lighting; animation of all animals except hero racoon
Software Used: Maya, Shave & a Haircut, Mental Ray



Shot 02
Client: Summit Entertainment / Participant Media
Project: Furry Vengeance
Studio: Furious FX
Responsibilities: fur grooming & lighting
Software Used: Maya, Shave & a Haircut, Mental Ray



Shot 03
Client: Summit Entertainment / Participant Media
Project: Furry Vengeance
Studio: Furious FX
Responsibilities: fur grooming & lighting; animation of hay/trash on ground
Software Used: Maya, Shave & a Haircut, Mental Ray



Shot 04
Client: Summit Entertainment / Participant Media
Project: Furry Vengeance
Studio: Furious FX
Responsibilities: lighting
Software Used: Maya, Shave & a Haircut, Mental Ray



Shot 05
Client: Walt Disney Pictures
Project: Race to Witch Mountain
Studio: Furious FX
Responsibilities: animation and lighting of gun attachment
Software Used: Maya, Mental Ray



Shot 06
Client: Walt Disney Pictures
Project: Race to Witch Mountain
Studio: Furious FX
Responsibilities: creation/lighting/animation of planets, starfield, and meteor trail
Software Used: Maya, Mental Ray



Shot 07
Client: Walt Disney Pictures
Project: Race to Witch Mountain
Studio: Furious FX
Responsibilities: lighting, surfacing, & animation of all floating objects
Software Used: Maya, Mental Ray



Shot 08
Client: Walt Disney Pictures
Project: Race to Witch Mountain
Studio: Furious FX
Responsibilities: creation of CG fire to blend with live-action fire
Software Used: Maya, Mental Ray



Shot 09
Client: Walt Disney Pictures
Project: Race to Witch Mountain
Studio: Furious FX
Responsibilities: lighting, surfacing, & animation of all floating objects
Software Used: Maya, Mental Ray



Shot 10
Client: Walt Disney Pictures
Project: Race to Witch Mountain
Studio: Furious FX
Responsibilities: all scene lighting; creation of sparks
Software Used: Maya, Mental Ray



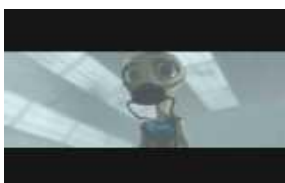
Shot 11
Client: Lion's Gate / Odd Lot Entertainment
Project: The Spirit
Studio: Furious FX
Responsibilities: CG fog and snow effects
Software Used: Maya, Mental Ray



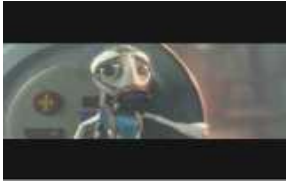
Shot 12
Client: Lion's Gate / Odd Lot Entertainment
Project: The Spirit
Studio: Furious FX
Responsibilities: CG fog and snow effects; lighthouse and beam effect
Software Used: Maya, Mental Ray



Shot 13
Client: FOX Sports
Project: Terminator: The Sarah Connor Chronicles (Super Bowl Promo)
Studio: Zoic Studios
Responsibilities: lighting & surfacing
Software Used: Lightwave



Shot 14
Client: Snoot Entertainment
Project: Battle for Terra
Studio: MeniThings Productions
Responsibilities: lighting
Software Used: Lightwave



Shot 15
Client: Snoot Entertainment
Project: Battle for Terra
Studio: MeniThings Productions
Responsibilities: lighting
Software Used: Lightwave



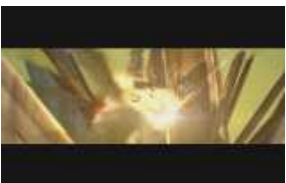
Shot 16
Client: Snoot Entertainment
Project: Battle for Terra
Studio: MeniThings Productions
Responsibilities: lighting; ship & camera animation; smoke trails
Software Used: Lightwave



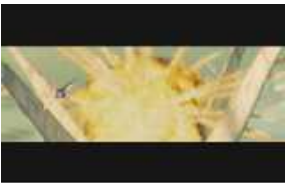
Shot 17
Client: Snoot Entertainment
Project: Battle for Terra
Studio: MeniThings Productions
Responsibilities: lighting; ship & camera animation; smoke trail
Software Used: Lightwave



Shot 18
Client: Snoot Entertainment
Project: Battle for Terra
Studio: MeniThings Productions
Responsibilities: lighting; ship & camera animation; missile trails
Software Used: Lightwave



Shot 19
Client: Snoot Entertainment
Project: Battle for Terra
Studio: MeniThings Productions
Responsibilities: lighting; explosion elements
Software Used: Lightwave



Shot 20
Client: Snoot Entertainment
Project: Battle for Terra
Studio: MeniThings Productions
Responsibilities: lighting; ship & camera animation; explosion elements
Software Used: Lightwave



Shot 21
Client: Snoot Entertainment
Project: Battle for Terra
Studio: MeniThings Productions
Responsibilities: lighting; ship & camera animation; explosion elements
Software Used: Lightwave



Shot 22
Client: Coors
Project: Silver Bullet Train
Studio: Digital Domain
Responsibilities: smoke / steam elements
Software Used: Lightwave



Shot 23
Client: Coors
Project: Silver Bullet Train
Studio: Digital Domain
Responsibilities: smoke / steam elements
Software Used: Lightwave



Shot 24
Client: Volkswagen
Project: 2007 Jetta
Studio: Digital Domain
Responsibilities: shattering glass/debris
Software Used: Lightwave



Shot 25
Client: Twentieth Century Fox
Project: Flight of the Phoenix
Studio: CafeFX
Responsibilities: lighting of plane
Software Used: Lightwave



Shot 26
Client: Twentieth Century Fox
Project: Flight of the Phoenix
Studio: CafeFX
Responsibilities: lighting of plane
Software Used: Lightwave



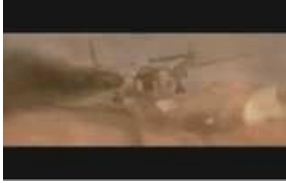
Shot 27
Client: Twentieth Century Fox
Project: Flight of the Phoenix
Studio: CafeFX
Responsibilities: animation and lighting of plane
Software Used: Lightwave



Shot 28
Client: Twentieth Century Fox
Project: Flight of the Phoenix
Studio: CafeFX
Responsibilities: engine smoke
Software Used: Lightwave



Shot 29
Client: Twentieth Century Fox
Project: Flight of the Phoenix
Studio: CafeFX
Responsibilities: lighting of plane and prop debris; engine smoke
Software Used: Lightwave



Shot 30
Client: Twentieth Century Fox
Project: Flight of the Phoenix
Studio: CafeFX
Responsibilities: lighting & animation of plane; CG shadows; engine smoke
Software Used: Lightwave



Shot 31
Client: Dimension Films
Project: Sin City
Studio: CafeFX
Responsibilities: lighting; surfacing of door and walls
Software Used: Lightwave



Shot 32
Client: Dimension Films
Project: Sin City
Studio: CafeFX
Responsibilities: lighting; surfacing of foreground wall
Software Used: Lightwave



Shot 33
Client: Dimension Films
Project: Sin City
Studio: CafeFX
Responsibilities: lighting; surfacing of foreground rooftop
Software Used: Lightwave



Shot 34
Client: Dimension Films
Project: Sin City
Studio: CafeFX
Responsibilities: lighting; modeling & surfacing of crawlspace
Software Used: Lightwave



Shot 35
Client: Dimension Films
Project: Sin City
Studio: CafeFX
Responsibilities: lighting; animation of throwing star
Software Used: Lightwave