

SHOT LIST 19

LOTR_The Mines of Moria, Turbine Games (2009): Trailer for game release. Contributions include Environmental modeling, texture, lighting, final compositing. **Brain Zoo Studio**

Plane Crash, independant film project (2015): Elements for independent film. Contributions include VFX smoke/ fire creation. **Brain Zoo Studio**

Nora, independant film project (2018): Elements for independent film. Contributions include VFX explosions, building crumbling/ debris creation, and dust. **Brain Zoo Studio**

Steel Horizons, Konami Games (2007): Trailer for game release. Contributions include creating complete particle cavitations solution for all torpedoes, also lighting, texture, and animation/ final compositing of sinking ship and bubble streams. **Brain Zoo Studio**

MAG: Massive Action Game, Sony Interactive (2008): Game cinematic. Contributions include character animation, all texture, lighting, particle effects and final composite. **Brain Zoo Studio**

Iron Man & Capt. America: Heros United, W. Disney/ Marval Studios (2015): CGI Animated Film. Contributions include all missile and explosion effects, and final compositing. **Brain Zoo Studio**

Iron Man & The Hulk: Heros United, W. Disney/ Marval Studios (2014): CGI Animated Film. Contributions include all explosion, fire ball effects, and final compositing. **Brain Zoo Studio**

Tera: Rising, Ubisoft (2013): Television trailer for game launch. Contributions include ground impacts and radiating ring effects and final compositing. **Brain Zoo Studio**

Mortal Combat 11, Warner Bros. Interactive (2019): Cinematic Effects in Unreal for MC11Game. Contributions include Lightning, Fire and ground impacts VFX. **Brain Zoo Studio**

Ratchet and Clank: A Crack in Time, Insomniac Games (2012): Ciematics for Sony PlayStation. Contributions include VFX animation and lighting and compositing. **Brain Zoo Studio**

Sick Bricks Webisodes, SpinMaster (2015): Short videos released to **sickbricks.com** featuring game characters. Contributions include VFX alien slime, water, explosions, and final compositing.

Brain Zoo Studio

Gardians of the Gallaxy, Disney XD/ Marvel, (2018): 3D Animated Episode for 2D animated series. Contributions include melting feet VFX. **Brain Zoo Studio**

Big Rig Buddies, Mattel, (2010): 3D Animated Episodic, based on retail product. Contributions include modeling and texuring "Smokey" character, lighting, and dust/water VFX. **Brain Zoo Studio**

Borderlands 03 Teaser, 2K Games, (2019): Game Trailer for the release of Borderlands 03 Game. Contributions Smoke Stack Exhaust and waterfall VFX. **Brain Zoo Studio**

Ultimate Spiderman: Web Warriors- Spiderman 2099, W. Disney/ Marval Studios (2015): CGI Animated episodic for Disney XD. Contributions include all missile and explosion effects, and final compositing. **Brain Zoo Studio**

Mortal Combat 11, Warner Bros. Interactive (2019): Cinematic Effects in Unreal for MC11Game. Contributions include Lightning, Fire and ground impacts VFX. **Brain Zoo Studio**

Untold Legends: Dark Kingdom, Sony Online Entertainment, (2006): Theater trailer for game release. Contributions include effects from wizards staff. Textures, Mudbox/ Z Brush displacements, fur system, and some animation for Goat Sentry. **Brain Zoo Studio**

Lost Planet, Cap-com Games, (2007): Theater trailer for game release. Contributions include Fluid snow berm and particle foot step effects for both human and mechs. Fluid and particle smoke, and Snow Spider surface break effect. **Brain Zoo Studio**

Pirate Ship Storm, internal project BZSDP, (2008): Trailer for independent film. Contributions include Fluid waves, particle foam and rain effects. **Brain Zoo Studio**

cont.

SHOT LIST 19

“Fire in the Hole”, internal project BZSDP, (2008): Elements from independent film. Contributions include cannon fire effect and compositing **Brain Zoo Studio**

Stratego, SpinMaster, (2012): Television trailer for game launch. Contributions include VFX animation, lighting and final compositing. **Brain Zoo Studio**

Gardians of the Galaxy, Disney XD/ Marvel, (2018): 3D Animated Episode for 2D animated series. Contributions include Ice Blasters and freezing Control Panel/ Cabin VFX. **Brain Zoo Studio**

Alpha Protocol, Sega Games, (2008): Introduction cinematic to game. Contributions include bus modeling and animation, lighting, particle and fluid explosion, and final composite. **Brain Zoo Studio**

Iron Man & The Hulk: Heros United, W. Disney/ Marval Studios (2014): CGI Animated Film. Contributions include explosion, fire effects and final compositing. **Brain Zoo Studio**

Turk Telecom: Avengers, Marvel/ Turk Telecom, (2010): Television commercial. Contributions include character and EFX animation, lighting, texture and matte painting. **Brain Zoo Studio**

Lego: Indian Jones 2, Lucus Arts, (2009): Television commercial introducing the Lego Indiana Joes Game title. Contributions include lighting, shader building, matte painting and dust effects.

Brain Zoo Studio

Mortal Combat 11, Warner Bros. Interactive (2019): Cinematic Effects in Unreal for MC11Game. Contributions include Sands of Time VFX. **Brain Zoo Studio**

FSN: Sports Science, Base Productions, (2009): Emmy Award Winning original sports program. Contributions include texture, lighting, and effects animation. **Brain Zoo Studio**

Pepe and Lucus, BZS, (2012): Award Winning animated short film. Contributions include modeling, texture, shader building, matte painting, lighting and VFX. **Brain Zoo Studio**

