Gordon Biersch Spec Spot
All work
LightWave 8.x

CoinMan Coalesce
Lighting, surfacing, dynamics
LightWave 9.x

BattleStar Galactica: Daybreak Part 2
Explosion VFX
LightWave 9.6

Surface Episode 1.9
Lighting, environment/fluid FX, compositing
LightWave 8.x, AfterEffects 6.5

Eggs of Evil
All work
LightWave 7.x
*Life After People*  Lincoln Memorial  
Surfacing, lighting, vegetation  
LightWave 9.x

*Battlestar Galactica*  Daybreak Part 2  
Explosion VFX  
LightWave 9.6

*Infestation*: Stanchions  
Lighting, shadows/masking, final composite  
LightWave 9.x, AfterEffects CS2

*Serenity* Repair Yard  
Weather FX, fluid and particle dynamics, wetness surfacing  
LightWave 8.x

*Serenity*  Ending Take off  
Weather FX, fluid and particle dynamics, wetness surfacing  
LightWave 8.x

*Surface*  Episode 1.12  
Water FX, lighting, compositing  
LightWave 8.x, AfterEffects 6.5
Surface  Episode 1.13  
WaterFX, lighting, compositing/roto  
LightWave 8.x, AfterEffects 6.5

Battlestar Galactica: The Plan  
Explosion VFX and scene elements  
LightWave 9.x

Nissan in Rain spec spot  
Lighting, weather and fluid FX  
LightWave 8.x

Slice of Melon spec spot  
All work  
LightWave 8.x

Wet Window fluid FX spec spot  
Lighting and fluid FX  
LightWave 8.x

McDonalds’ “Shark Bait”  
Aquarium environment & lighting, water FX  
LightWave 8.x
**Battlestar Galactica: Caprica Pilot**
Explosion VFX
LightWave 9.x

**Infestation: Scurrying Bug in Night Vision**
Lighting, shadows/masking
LightWave 9.x

**Infestation: Queen Egg Laying**
Lighting, shadows/masking, fluid elements, some compositing
LightWave 9.x, AfterEffects CS2

**Virtuality: Captain's Departure**
CGI background
Vue D'Esprit 6.0

**Bats II: Human Harvest**
Bat flight paths, water/wetness & weather FX, compositing
LightWave 9.x, AfterEffects CS
"Life after People" highway scene
All work minus car model
LightWave 9.x, AfterEffects 7

Q35 jumpjet
All work (ship design by Bram Lambrecht)
LightWave 7.x

Battlestar Galactica: The Plan
Nuke VFX
LightWave 9.x

Virtuality Opening Sequence
ALL CGI elements
LightWave 9.x, Vue D'Esprit 6.0

Sleepin' wit da' fishes spec spot
All work except Mugsy model
LightWave 8.x

Infestation: Bug Attack in Kitchen
Lighting, shadow elements
LightWave 9.x
Surface  Episode 1.10
Water environment, lighting
LightWave 8.x

Jeep Volcano
Particle FX
LightWave 7.

NationWide  “Butterfly Effect”
Boat texturing & lighting, trailer model, some final shot compositing
LightWave 7.x, Nuke 3.x

Cache Creek
Lighting
LightWave 7.x

Powerful Cigarettes
All work
LightWave 7.x, Icarus 2.x (tracking), AfterEffects 5.5

Temple Birds
All work
LightWave 5.0
Court Jester Creations corporate logo
All work
LightWave 7.x

Bats II: Human Harvest
Bat flight paths, forest environment
LightWave 9.x, AfterEffects CS, Vue 6.0

Virtuality opening sequence
Vegetation animation & setup, lighting, matched to blend into live plate
LightWave 9.x