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TERMINATOR SALVATION (2009)



- 3D tracking and layout
- Foreground elements modeling and texture UV's
- Building models clean up and set up for layout
- Layering and assets for matte paintings

MR. NOBODY (2009)



- Buildings modeling and texture for a modern city matte paintings used in several shots
- City layouts set up and tool for changing model resolution
- Assets for matte paintings
- System for generating vehicle traffic
- Sequences animation of vehicle traffic, elevators, shuttles, planes, helicopters
- Passes set up and rendering

THE DAY THE EARTH STOOD STILL (2008)



- Layering and assets for matte paintings
- 3D layout for projection textures
- Matte painting projection set up with multiple projection cameras and multiple projection layers
- Tool for texturing buildings
- Hero buildings texture
- Passes set up and rendering