

Shot 1 The Way of Water: (Recom Mansk (character) + Effects + Forest) - Full CG + FX | responsible for all shot lighting + look dev adjustment + effects rendering



Shot 2 The Way of Water: (Recom Wainfleet + Effects + Forest) - Full CG + FX | responsible for all shot lighting + look dev adjustment + effects rendering



Shot 3 The Way of Water: (Recom Zdinarsik + Effects + Forest) - Full CG + FX | responsible for all shot lighting + look dev adjustment + effects rendering



Shot 4 The Way of Water: (Quaritch + Wainfleet (characters + BG) - Full CG | responsible for all shot lighting + look dev adjustment



Shot 5 The Way of Water: (Quaritch + Wainfleet) (characters + BG) - Full CG | responsible for all shot lighting + look dev adjustment



Shot 6 Fantastic Four: First Steps: (Baby Franklin) (characters + FX) - Plate integration | responsible for FG shot lighting



Shot 7 Fantastic Four: First Steps: (Baby Franklin + The Thing) (characters + FX) - Plate integration | responsible for all shot lighting + tears effects



Shot 8 Fantastic Four: First Steps: (Baby Franklin + The Thing) (characters + FX) - Plate integration | responsible for all shot lighting + tears effects



Shot 9 Fantastic Four: First Steps: (Baby Franklin + The Thing) (characters + FX) - Plate integration | responsible for all shot lighting + tears effects



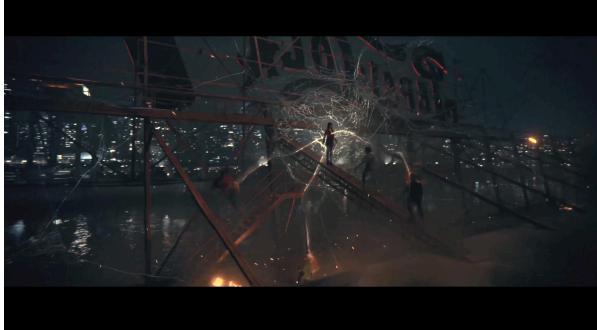
Shot 10 The Way of Water: (SeaDragon + FX) - integration shot | responsible for all shot lighting + look dev adjustment + effects rendering



Shot 11 Foundation : (FTL ship + effects) - Full CG + FX | responsible for all shot lighting + look dev adjustment + effects rendering + setting up the sequence light rig



Shot 12 Foundation : (FTL ship + Character(Gaal) + Character Effects) – Full CG + CFX| responsible for all shot lighting + look dev adjustment + effects rendering + setting up the sequence light rig

	<p>Shot 13 Foundation : (FTL ship + effects) - Full CG + FX responsible for all shot lighting + look dev adjustment + effects rendering + setting up the sequence light rig</p>
	<p>Shot 14 Captain America : (Captain America + Falcon + USS) - integration shot responsible for all shot lighting</p>
	<p>Shot 15-16 Madame Web: (Isaiah Character + effects + environment + vehicle Helicopter) - integration shot Responsible for all shot lighting + look dev adjustment + leading the sequence</p>
	<p>Shot 17-19 Madame Web: (5 Characters + effects + environment) - Full CG shot responsible for all shot lighting + look dev adjustment + leading the sequence</p>



Shot 20 Madame Web: (Madame Web Character + water effects + environment + debris) -Full CGshot | responsible for all shot lighting + look dev adjustment + leading the sequence



Shot 21+22 Madame Web: (Isaiah Character + vehicle) - integration shot | responsible for all shot lighting + look dev adjustment + leading the sequence



Shot 23 Andor: (Tie Fighter + Garisson + set extension) integration shot | responsible for all shot lighting + look dev adjustment



Shot 24 Andor: (Prisoner ship + set extension + ocean + mountain) integration shot | responsible for all shot lighting + look dev adjustment + setting up the sequence light rig



Shot 25 Andor: (Prisoner ship + set extension + ocean + mountain) integration shot | responsible for all shot lighting + look dev adjustment + setting up the sequence light rig



Shot 26 Andor: (Prisoner + set extension + ocean + mountain) integration shot | responsible for all shot lighting + look dev adjustment + matching the cg double to plate



Shot 27-31 Guardians of the Galaxy 3: (Groot + Space Ship Bowie + Groot FX) Integration Shot| responsible for all shot lighting + look dev adjustment



Shot 32 The Flash: (Batwing + Alien Space Ship + environment) full CG shot| responsible for all shot lighting + look dev adjustment



Shot 33 The Flash: (The Flash + The BatFlash + environment + vehicles + FX) Integration shot| responsible for all shot lighting + look dev adjustment



Shot 34-35 Warriors of Future (Exosuit + FX + environment) integration shot | responsible for all shot lighting + look dev adjustment



Shot 36 Foundation : (Invictus + asteroid + ship) – Full CG + FX | responsible for all shot lighting + look dev adjustment



Shot 37 Our Flag means Death : (Pirate Ship + ocean + water simulation) – Full CG + FX | responsible for leading the lighting team + creating the water look + setting up the light rig + look dev adjustment



Shot 38-39 Foundation : (Coffin + FX) Integration | responsible for setting up the sequence light rig + rendering the effects + look dev adjustment + setting up the light rig for the sequence



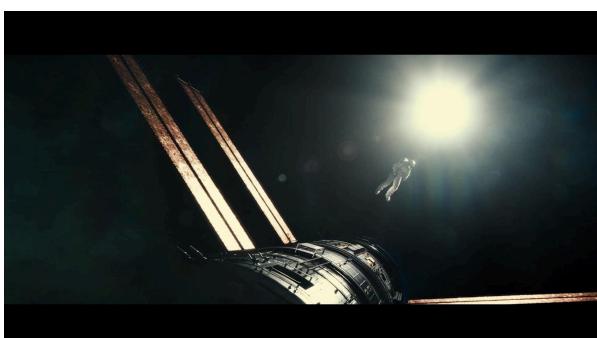
Shot 40 Aquaman : (Character(Aquaman) + Background ship) – Full CG except character's hair and face + FX | responsible for all shot lighting + look dev adjustment



Shot 41-43 Foundation : (Trantor building + crowds+ dragon fly) – Full CG + plate integration | responsible for all shot lighting + look dev adjustment + sequence lead and set up



Shot 44-46 Ad Astra (Cepheus space ship + space Gantry + FX) – Full CG space ship + gantry + atmosphere | responsible for all shot lighting + look dev adjustment + setting up the sequence light rig



Shot 47 Ad Astra (Cepheus spaceship + CG character) – Full CG | responsible for all shot lighting + look dev adjustment

