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SHOT BREAKDOWN

01. HBO Game of Thrones - Dragonstone Teaser (00:00 - 00:11)

Produced at Elastic

- Ice/frost texture and look development, lighting and rendering
- Maya, Vray, Mari

02. Riot Games - MSI (00:12- 00:26)

Produced at Elastic

- Texturing gold embellishments on character, lighting and rendering
- Maya, Vray, Photoshop

03. Godzilla vs. Kong (00:27 - 00:31)

Produced at Scanline VFX

- Lighting and rendering Godzilla and Atomic Breath
- 3ds Max, Vray

04. Justice League: The Snyder Cut (00:32 - 00:35)

Produced at Scanline VFX

- Texturing and look development of hero Antenna lava structure
- Substance Painter, Mari

05. Legendary / JD.com - Pacific Rim Uprising short (00:36 - 00:43)

Produced at Elastic

- Texturing and look development of doors and garage interior, lighting and rendering
- Maya, Substance Painter, Photoshop, Vray

06. Nissan Pathfinder - Beast (00:43 - 00:46)

Produced at a52

- Lighting and rendering ice beast creature
- Maya, Substance Painter, Photoshop, Vray

07. Warner Bros./Pottermore - MACUSA (00:46 - 00:49)

Produced at Elastic

- Lighting and rendering
- Maya, Vray

08. Godzilla vs. Kong (00:49 - 00:53)

Produced at Scanline VFX

- Lighting and rendering all elements
- 3ds Max, Vray

09. Midway (00:53- 01:00)

Produced at Scanline VFX

- Lighting and rendering hero ship and crew characters
- 3ds Max, Vray

10. Riot Games - League of Legends World Championship (01:00 - 01:05)

Produced at Elastic

- Lighting and rendering
- Maya, Vray

11. American Express - Fine Hotels and Resorts (01:05 - 01:07)

Produced at a52

- Lighting and rendering
- Maya, Vray

12. Godzilla vs. Kong (01:08 - 01:10)

Produced at Scanline VFX

- Lighting and rendering characters
- 3ds Max, Vray

13. Justice League: The Snyder Cut (01:10 - 01:13)

Produced at Scanline VFX

- Lighting and rendering all elements
- 3ds Max, Vray

14. Netflix - Luke Cage Main Titles (01:13 - 01:21)

Produced at Elastic

- Texturing and look development of show title, lighting and rendering
- Maya, Vray, Photoshop

15. Midway (01:21 - 01:24)

Produced at Scanline VFX

- Texturing and look development on hero water pipe
- 3ds Max, Substance Painter

16. Netflix - Five Came Back Main Titles (01:25 - 01:35)

Produced at Elastic

- Texture and look development of all elements, lighting and rendering
- Maya, Substance Painter, Mari, Photoshop, Vray

17. Pirates of the Caribbean- Dead Men Tell No Tales Teaser (01:36- 01:39)

Produced at Elastic

- Lighting and rendering hero ship and crew characters
- 3ds Max, Vray

18. Godzilla vs. Kong (01:40 - 01:52)

Produced at Scanline VFX

- Lighting and rendering all elements
- 3ds Max, Vray

19. Justice League: The Snyder Cut (01:53 - 01:57)

Produced at Scanline VFX

- Lighting and rendering characters
- 3ds Max, Vray

20. Warner Bros./Pottermore - Origins of Ilvermorny (01:57 - 02:11)

Produced at Elastic

- Environment ground pattern texturing and look development, lighting and rendering
- Maya, Photoshop, Vray

21. Godzilla vs. Kong (02:11 - 02:14)

Produced at Scanline VFX

- Texturing and look development of parachute, lighting and rendering all elements
- 3ds Max, Substance Painter, Vray

22. Justice League: The Snyder Cut (02:15 - 02:17)

Produced at Scanline VFX

- Lighting and rendering characters
- 3ds Max, Vray

23. Honda - Yearbooks (02:18- 02:22)

Produced at Elastic

- Texturing and look development of yearbook pages, lighting and rendering
- Maya, Mari, Vray

24. Amazon Music - Kane Brown (02:22 - 02:29)

Produced at Elastic

- Texture and look development of mouth, lighting and rendering
- Maya, Photoshop, Vray

25. Justice League: The Snyder Cut (02:29 - 02:32)

Produced at Scanline VFX

- Texturing and look development of hero Antenna lava structure
- Substance Painter, Mari

26. Nissan Rouge - Angry Cloud (02:32 - 02:38)

Produced at a52

- Lighting and rendering angry clouds
- Maya, Vray

27. Riot Games - MSI (02:38- 02:57)

Produced at Elastic

- Lighting and rendering
- Maya, Vray