

Lighting — CFX / Simulation / Finaling — Compositing
David DeBacker

The Little Prince (2014) – Animated Feature Film (Mikros Image)
Lighting and Shot Checking in Guerilla Render. Pre-Comp in Nuke.



The Little Prince (2014) – Animated Feature Film (Mikros Image)

Lighting and Shot Checking in Guerilla Render. Pre-Comp in Nuke.



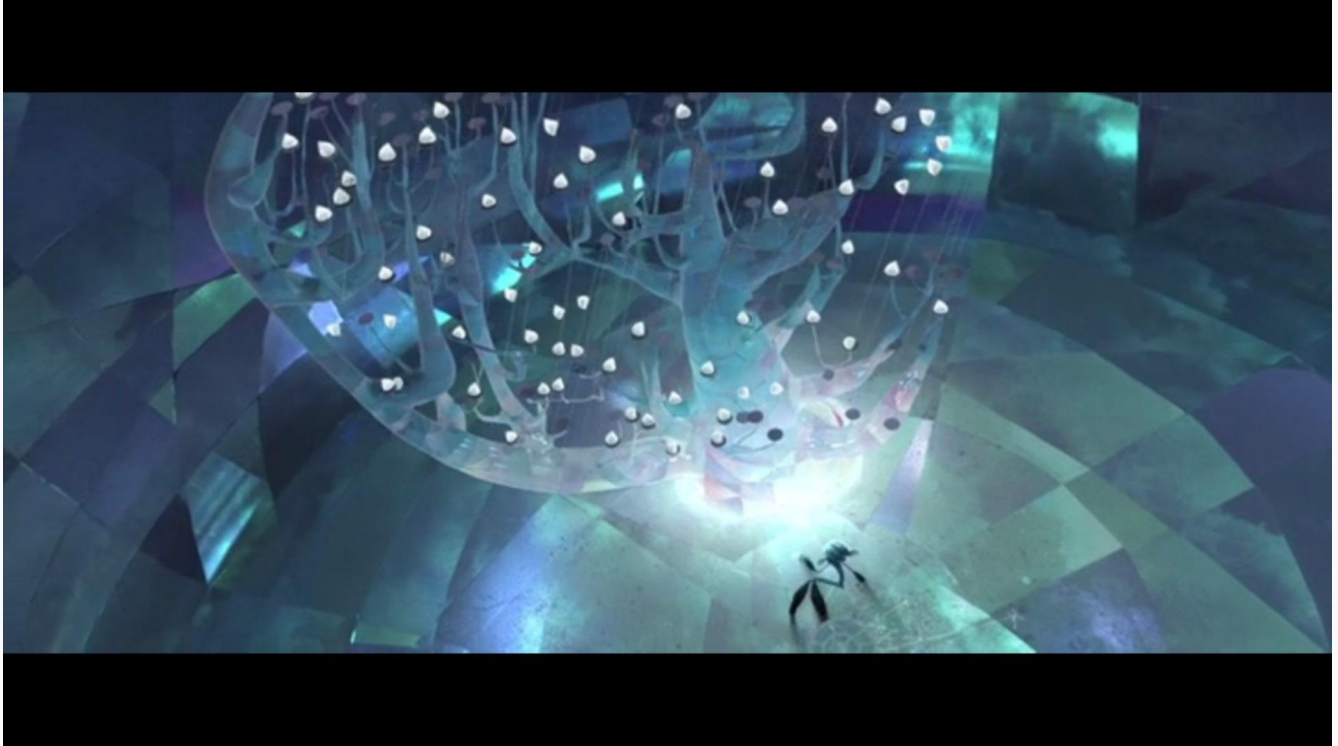
Mune (2013) – Animated Feature Film (Mikros Image)

Lighting in Guerilla Render and Compositing in Nuke.



Mune (2013) – Animated Feature Film (Mikros Image)

Lighting in Guerilla Render and Compositing in Nuke.



Mune (2013) – Animated Feature Film (Mikros Image)

Lighting in Guerilla Render and Compositing in Nuke.



Pirates of the Caribbean (2016) – Feature Films (MPC)

Using Maya: Hair and Cloth simulation, creating underwater ghostly motion.
Shape fixing and secondary animation.



Victor Frankenstein (2015) – Feature Films (MPC)

Using Maya: Cloth and rigids simulation of storm weather effects such as wind buffeting and lightning pushing balloons. Shape fixing and secondary animation.



Zero Hour (2013) – ABC Television Series (Folks Artiste VFX)

Using Maya: Simulated water sliding down side of submarine and snow drifting off submarine as it sinks

