0:01, SHOT 1, “BIG HERO 6”
-Design, procedural modeling and animation of microbot bridge structure

0:07, SHOT 2-5, “PREP AND LANDING 2”
-Design, procedural modeling, animation and particle simulation of render tree farm circuit boards and ceiling snowflake patterns
-Design and animation of looping christmas themed console graphics

0:12, SHOT 6, “WRECK-IT RALPH”
-Design, modeling and animation of 8-bit video game graphic dancefloor and projections

0:14, SHOT 7, “WRECK-IT RALPH”
-Bug transformation effect: modeling, rigging, texturing and animation of new and modified existing assets
-Rigid simulation and additional animation of candy cane root chewing

0:21, SHOT 8-18, “WRECK-IT RALPH”
-Glitch effect lead: design development and animation, production of procedural toolset used by other artists

0:48, SHOT 19, “BIG HERO 6”
-Design, procedural modeling and animation of microbot bridge structure

0:50, SHOT 20, “WRECK-IT RALPH”
-Bug explosion effect: design, fluid simulation and floating graphics for explosion, fracturing/rigid simulation of bug assets

0:53, SHOT 21, “PREP AND LANDING 2”
-Design, procedural animation and compositing of control room graphics

0:55, SHOT 22, “PREP AND LANDING 2”
-Design and animation of command center holographs and graphics
-Design and animation of console graphics

1:00, SHOT 23, “WRECK-IT RALPH”
-Design and animation of volumetric weapon flares and particle effects
-Bug explosion effect

1:01, SHOT 24, “WRECK-IT RALPH”
-Bug transformation effect

1:04, SHOT 25, “WRECK-IT RALPH”
-Volumetric weapon flares and particle effects, smoke simulation

1:05, SHOT 26, “WRECK-IT RALPH”
-8 bit graphic dance floor

1:06, SHOT 27-28, “TANGLED SHORT”
-Modeling, animation and fluid simulation of red wine wall

1:09, SHOT 29, “WRECK-IT RALPH”
-Weapon effect

1:10, SHOT 30, “BIG HERO 6”
-Design, procedural modeling and animation of microbot bridge structure

1:11, SHOT 31-34 “WRECK-IT RALPH”
-Glitch effect and car/warp geometry animation