

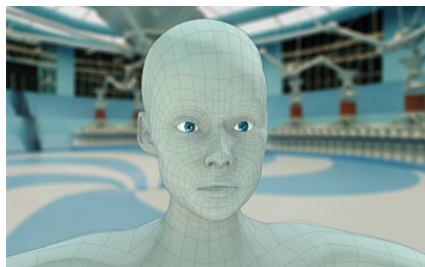
***The Chronicles of Narnia: Prince Caspian*** (Moving Picture Company)



As part of the crowd team I used MPC's ALICE crowd simulation tools to layout Narnians and Telmarine soldiers in these shots. Edited/retargetted mocap clips used throughout the 2 large battle sequences and for several shots which required digital doubles of the principal actors.

Assisted on a stunt/horse mocap shoot with Audiomotion and an animation reference shoot on the Czech set.

***Charlie and the Chocolate Factory*** (Framestore CFC)



Built subdivision surface model of Veruca Salt and clothing based on 3d scan and photographs. Additional character set-up work on generic rig to give precise control of clothing. Matchmoving on several shots.

***Troy*** (Framestore CFC)



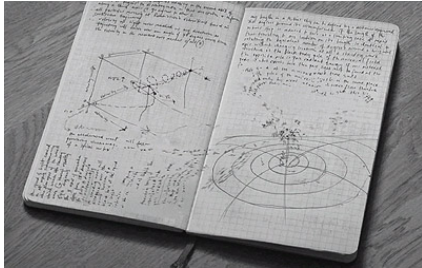
Motion editing to create library of over 1000 moves. Using Maya and proprietary crowd system to provide technical directors with smaller set pieces of soldiers/boat crews and props for large crowd and armada scenes. Motion Capture at Artem-Digital.

***10000 BC*** (Moving Picture Company)



Edited motion and retargetted to digital doubles for mammoth hunt sequence. Edited and extended runs and falls to blend with dynamic crowd agents in the Giza pyramid construction sequence.

***Kellerman*** (Freelance for Imitating The Dog)



Maya dynamics with nCloth and compositing in Shake/After Effects.  
Video projection for an experimental theatre company.



***Older Motion Capture Projects***

World Tour Soccer Stars (SCEE)

Gladiator (Audiomotion/The Mill), Robbie Williams - Rock DJ  
(Audiomotion/Clear), Captain Scarlet test (Audiomotion)