

Shot	Title	Tools	Responsibilities
01	The Gifted	Houdini, Mantra	smoke
02	Training Day	Houdini	glass RBD
03	Orville	Modo	asteroid RBD, particles (including background explosions), and animation
04	Gotham	Maya, Modo, Substance Painter, Photoshop, Redshift	modeling and texturing
05	Westworld	Modo	modeling and texturing hologram and device
06	Westworld	Modo	modeling, texturing, lighting, and animation of robotic leg
07	Westworld	Modo, Photoshop	modeling and texturing
08	Lethal Weapon	Modo, Photoshop	modeling, texturing, lighting, and plants
09	Training Day	Maya, Modo, Photoshop, Redshift	modeling and texturing
10	Orville	Maya, Modo, Substance Painter, Redshift	modeling, texturing, and lighting of large space station
11	Roadies	Modo, Photoshop	modeling, texturing, and lighting
12	Lethal Weapon	Maya, Modo, Substance Painter, Redshift	modeling, texturing, lighting, and animation of bullet
13	personal R&D - house destruction	Houdini Apprentice	RBD
14	personal R&D - pyro	Houdini Apprentice	pyroclastic explosion