

Jacob Slutsky . Reel 2009 . Shotlist

Converse : PSYOP : Look Development, Lighting/Shading TD

Milk : PSYOP : Medusa : Lighting/Shading TD, Compositing on Snake Transition

Milk : PSYOP : Sad Princess : Additional Fluid Sims, Lighting/Shading on Underwater Shot

TRowe : PSYOP : CG Supervisor, Lighting/Shading TD

Absolut Dissection : PSYOP/Mass Market : CG Supervisor, Lighting/Shading, Modeling

Fernet Branca : PSYOP : CG Supervisor, Look Development, Lighting/Shading TD, ICE sims

Pontiac : Mass Market : Lighting/Shading

Renault : PSYOP/Mass Market : City Environment Lead, Lighting/Shading TD

PPL : Mass Market : Lighting/Shading TD

Pepsi Beach Ball : Mass Market : Animation, Lighting/Shading

Sprint Speedway : Mass Market : Stadium and Crowd Lighting/Shading, Additional Glow Line Passes

Mastercard : PSYOP : Look Development, Lighting/Shading TD

Cruel, Calxico : Loyalkaspar : VFX/CG Supervisor, Modeling, Animation, Texturing, Lighting, Compositing

VH1 Films : Loyalkaspar : RealFlow Simulation, Texturing, Lighting

Martel : PSYOP : CG Supervisor, Lighting/Shading TD

Sampo : Loyalkaspar : Animation, Texturing, Lighting, Compositing

Scent of a Robot, Pete Miser : UVPH : Secondary Animation, Modeling, Texturing, Lighting, Compositing

GE Locomotive : Mass Market : CG Supervisor, Lighting/Shading TD

Lime ID's : Loyal Kaspar : VFX Supervisor, Tracking, Modeling, Animation, Texturing, Lighting, Compositing

UVPH 2005 Reel Open: Modeling, Animation, Texturing, Lighting, Compositing

UVPH 2003/2004 Party, Projection Gfx: Design, Texturing, Lighting, Softbody Simulation, Compositing

Swatch Skate : UVPH : VFX Supervisor, Tracking, Modeling, Animation, Texturing, Lighting, Compositing

UVPH 2003 Reel Open : Modeling, Animation, Texturing, Lighting

Master Blaster : UVPH : Compositing

TV on the Radio : UVPH : VFX Supervisor, Lighting, Compositing

Fur Envy : Loyalkaspar : Modeling, Animation, Texturing, Lighting, Compositing

The Ring, Trailer : UVPH : Modeling

Starz Kids and Family : UVPH : Compositing

Physiography, Short : Design/Concept, Modeling, Animation, Texturing, Lighting, Compositing

