

Shot	Software/ Medium	Type/ Input	Film/ Project Title	Work Description
01	ZBrush	Personal project	<b>Skull Sculpt</b>	Sculpted the skull base on references mapped on planes in ZBrush.
02	Ceramic Clay	Personal project	<b>Joker</b>	Hand sculpted with ceramic clay. Highly detailed. Roughly 13cm(width) x 20cm(height)
03	3D Studio Max, Sculpey	Personal team project/ sculptor, 3D modeller	<b>AWE/ Xiaomei</b>	Character design by team member. Hand sculpted the maquette base on design. Use maquette as reference to model CG character.
04	Sculpey, light circuit.	Personal project	<b>Ironman Bust</b>	Hand sculpted with super sculpey and input of light circuit with switch. Pictures shown in demo reel are 80% complete.
05	3D Studio Max, Adobe After Effects	Animation Production- Kids' series/ VFX Artist	<b>The Adventures of BottleTop Bill and his best friend Corky. Series 3 &amp; 4</b>	Created the visual effects, particles in 3D Studio Max. Fairy dust rendered through Video post. Final effects composited in After Effects including colour correction and masking.
06	3D Studio Max, Adobe After Effects	Animation Production- Kids' series/ VFX Artist	<b>The Adventures of BottleTop Bill and his best friend Corky. Series 3 &amp; 4</b>	Created the visual effects, particles(soil and dust) in 3D Studio Max. Photographed the textures for the soil particles during the previous series (as a Modelmaker then). Final effects composited in After Effects including colour correction and masking.
07	3D Studio Max, Adobe After Effects	Animation Production- Kids' series/ VFX Artist	<b>The Adventures of BottleTop Bill and his best friend Corky. Series 3 &amp; 4</b>	Created the visual effects, particles in 3D Studio Max. Photographed the textures for the train smoke particles during the previous series (as a Modelmaker then). Final effects composited in After Effects including colour correction.

08	3D Studio Max, Adobe After Effects	Animation Production- Kids' series/ VFX Artist	<b>The Adventures of BottleTop Bill and his best friend Corky. Series 3 &amp; 4</b>	Created the visual effects, particles(exhaust smoke and grass spray) in 3D Studio Max. Photographed the textures for Dragster's exhaust smoke particles during the previous series (as a Modelmaker then). Final effects composited in After Effects including colour correction and masking.
09	Ceramic Clay	Personal project	<b>6 Eyes Dragon</b>	Hand sculpted with ceramic clay, air dried. Highly detailed. Roughly 34cm(width) x 25cm(height)
10	3D Studio Max, Adobe After Effects	Personal project	<b>"Eggo Man"</b>	CG model and test rig: Designed, modelled and rigged the character in 3D Studio Max.
11	Premiere's Stopmotion Capture, Photoshop, Adobe After Effects	Polytechnic's Stopmotion clayanimation project	<b>MTV Ident</b>	One person's project from concept to post production Design and hand created the clay characters, setup lightings, animate, shot using home DV camera and post edit.
12	Premiere's Stopmotion Capture, Photoshop, Adobe After Effects	Freelance for advertising agency/ team coordinator, animator,	<b>HP Toyrama</b>	Creation of all the Stopmotion clips for HP Toyrama website with a team of 5. Animated, and alpha some of the toy characters to remove the unwanted BG.  A joint effort by HP and DreamWorks Animation Studios to create a competition website for participants to create Stopmotion movies.
13	Paper; Tradition 2D Animation	Polytechnic Internship with TouchToons	<b>Sensualite Commercial</b>	Does the cleaning up of the sketches and scanning in of the animation papers.

14	3D Studio Max, Adobe After Effects	Animation Production-Kids' series/ Compositor	<b>RAGGS</b>	Compositing; colour correction, masking and composites the background, lighting and effects layers.
15	Blue foam, putty, rubber latex, servos, aluminium frame, wood,	Animatronic/ team member	<b>Animatronic prototype</b>	Project with SAC (Singapore Animation Connection) for Asia Animation. Constructed and sculpted/ carved parts of the prototype.
16	3D Studio Max, Adobe Photoshop	Live action to 3D Animated Idents and Posters/ freelance 3D Modeller	<b>Hi5</b>	Modelled and Textured the Clothes and accessories of the Hi5 characters.
17	3D Studio Max, Adobe After Effects	Animation Production-Kids' series/ Compositor	<b>RAGGS</b>	Compositing; colour correction, masking and composites the background, lighting and effects layers.
18	3D Studio Max, Adobe After Effects	Animation Production-Kids' series/ VFX Artist	<b>The Adventures of BottleTop Bill and his best friend Corky. Series 3 &amp; 4</b>	Created the visual effects, particles(water sprinkle splashes and bubble particles) in 3D Studio Max. Particle systems are keyframed manually to give the illusion of depth as all the characters, props and sets in this production are flat 2D. Final effects composited in After Effects including colour correction and masking.
19	3D Studio Max, Adobe After Effects	Animation Production-Kids' series/ VFX Artist	<b>The Adventures of BottleTop Bill and his best friend Corky. Series 3 &amp; 4</b>	Created the visual effects, particles(water splashes, dust and shoreline) in 3D Studio Max. Final effects composited in After Effects including colour correction and masking.

20	Physical Objects, Shooting studio with lights and digital camera linked to computer for remote shooting.	Animation Production- Kids' series/ Modelmaker	<b>The Adventures of BottleTop Bill and his best friend Corky. Series 1 &amp; 2</b>	<p>Making, sculpting, moulding and casting of Characters, sets and props.</p> <p>Rigging of characters, sets and props.</p> <p>Photography and setting up of lightings for the characters, sets and props.</p>
21	Premiere's Stopmotion Capture, Photoshop, Adobe After Effects	Short Film/ team coordinator, concept creator animator, modelmaker, assistant editor	<b>"The Return of the King"</b>	<p>Stopmotion Claymation Shortfilm contest inspired by Wallace and Gromit, organized by <u>United International Pictures</u> (UIP). 5 in the team.</p> <p>Created the storyline and storyboard. Hand created the clay characters, setup lightings, animated some of the shots, shot using digital still camera, composite and assit in post edit.</p> <p>Effects and character designs by other team members.</p>