Time Stamp	Project	My Role
0:00:00	Particle Goods: Fragrance	all modeling, texturing, lighting, C4D mograph animation, Houdini sim (smoke), rendering
0:06:00	Jennifer Fisher: Jewelry	all modeling, texturing, lighting, animation (Houdini chain sim and C4D FK/IK rig), rendering
0:11:00	Tracy Anderson: Reformer	texturing, lighting, animation, rendering
0:14:18	Particle Goods: Candles	all modeling, texturing, lighting, C4D animation, Houdini sim (smoke), rendering
0:18:08	Turntable Room	modeling (some Megascan assets and materials, Metahumans), mocap, lighting, rendering
0:21:12	Cute Cats	modeling, textturing, lighting, animation, match-move, compositing
0:29:00	Valentino: Houdini Cloth	all modeling, texturing, lighting, animation (Houdini vellum sim), rendering
0:31:06	Essie: Nail Pollish	all modeling, texturing, lighting, animation, rendering
0:35:12	Cheerios: Houdini Sim	modeling (the Bee and Cheerios), C4D FK fig, Houdini RBD/FLIP sim
0:39:00	Fructis: Metahuman	modeling (shampoo bottle and fruit) mocap, texturing, lighting, rendering
0:41:12	Mrs. Meyers	modeling (soap bottle), texturing, 2D animation, lighting, rendering
0:43:10	Vegamour: Jumbos	modeling (Serum Bottles/Packaging, Flowers), Houdini cloth sim, texturing, animation, camera match-move, lighting, rendering
0:55:00	Jennifer Fisher: Diamond Cuff	all modeling, texturing, lighting, animation (Houdini sim), rendering
0:59:12	Medical Visualization	all modeling, texturing, lighting, animation (Houdini particles), rendering
0:03:00	Virtual Presentation	modeling (not the Arri spots or sky pannels), mocap for audience, lighting, animation, rendering, greenscreen compositing
0:12:00	Virtual Production Studio Demo	modeling (rooms, computers, NOT the medical equipment), camera match-move, texturing, lighting, rendering, greenscreen compositing
0:22:00	Car Animation	Houdini dust/rock sim, C4D car rig, animation, lighting, rendering
0:26:00	Music Video: Metahumans	modeling (room, guitar amps), mocap, lighting, rendering
0:34:00	Short Film: Metahuman	mocap, Houdini dust sim, C4D fluid sim, texturing, lighting, rendering
0:43:00	DZS: Corporate Video	modeling (F1 car, rooms, South Korea Incheon Tri-bowl including street and bridge, North Seoul Tower, Dongjak Bridge), animation, lighting, rendering, camera match-move, greenscreen compositing