




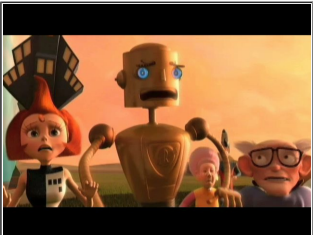



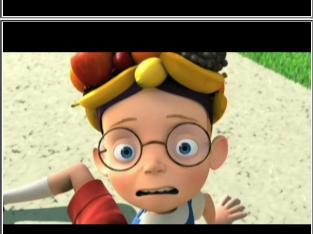


FRANCES KUMASHIRO DEMO REEL SHOTLIST




	<p>TANGLED</p>	<p>3D CHARACTER AND ENVIRONMENT KEY LIGHTING AND COMPOSITING DEVELOPMENT HERO LANTERNS LOOK</p> <p>Used Maya, Dlight/Renderman & Shake</p>
	<p>TANGLED</p>	<p>3D CHARACTER AND ENVIRONMENT KEY LIGHTING AND COMPOSITING</p> <p>Used Maya, Dlight/Renderman & Shake</p>
	<p>TANGLED</p>	<p>ENVIRONMENT KEY: 3D CHARACTER AND ENVIRONMENT KEY LIGHTING AND COMPOSITING</p> <p>Used Maya, Dlight/Renderman & Shake</p>
	<p>TANGLED</p>	<p>ENVIRONMENT KEY: 3D CHARACTER AND ENVIRONMENT KEY LIGHTING AND COMPOSITING</p> <p>Used Maya, Dlight/Renderman & Shake</p>
	<p>TANGLED</p>	<p>3D CHARACTER AND ENVIRONMENT KEY LIGHTING AND COMPOSITING</p> <p>Used Maya, Dlight/Renderman & Shake</p>
	<p>TANGLED</p>	<p>3D CHARACTER AND ENVIRONMENT LIGHTING AND COMPOSITING</p> <p>Used Maya, Dlight/Renderman & Shake</p>
	<p>TANGLED</p>	<p>3D CHARACTER AND ENVIRONMENT KEY LIGHTING AND COMPOSITING</p> <p>Used Maya, Dlight/Renderman & Shake</p>
	<p>TANGLED</p>	<p>3D CHARACTER AND ENVIRONMENT LIGHTING AND COMPOSITING</p> <p>Used Maya, Dlight/Renderman & Shake</p>

	BOLT	3D CHARACTER AND ENVIRONMENT KEY LIGHTING AND COMPOSITING Used Maya, Lumiere/Renderman & Shake
	BOLT	3D CHARACTER AND ENVIRONMENT KEY LIGHTING AND COMPOSITING Used Maya, Lumiere/Renderman & Shake
	BOLT	DEVELOPMENT CALICO LOOK 3D CHARACTER AND ENVIRONMENT KEY LIGHTING AND COMPOSITING Used Maya, Lumiere/Renderman & Shake
	BOLT	3D CHARACTER AND ENVIRONMENT KEY LIGHTING AND COMPOSITING Used Maya, Lumiere/Renderman & Shake
	TANGLED	3D CHARACTER AND ENVIRONMENT KEY LIGHTING AND COMPOSITING Used Maya, Dlight/Renderman & Shake
	BOLT	DEVELOPMENT CALICO LOOK 3D CHARACTER AND ENVIRONMENT KEY LIGHTING AND COMPOSITING Used Maya, Lumiere/Renderman & Shake
	BOLT	3D CHARACTER AND ENVIRONMENT KEY LIGHTING AND COMPOSITING Used Maya, Lumiere/Renderman & Shake
	POLAR EXPRESS	DEVELOPMENT HOLLY'S LOOK 3D CHARACTER AND ENVIRONMENT KEY LIGHTING AND COMPOSITING Used Maya, BIRPS & Bonsai

	<p>POLAR EXPRESS</p>	<p>3D CHARACTER AND ENVIRONMENT KEY LIGHTING AND COMPOSITING</p> <p>Used Maya, BIRPS & Bonsai</p>
	<p>POLAR EXPRESS</p>	<p>3D TRAIN KEY LIGHTING AND COMPOSITING OF FX</p> <p>Used Maya, BIRPS & Bonsai</p>
	<p>BOLT</p>	<p>3D CHARACTER AND ENVIRONMENT LIGHTING AND COMPOSITING</p> <p>Used Maya, Lumiere/Renderman & Shake</p>
	<p>BOLT</p>	<p>ENVIRONMENT & CHARACTER KEY 3D CHARACTER AND ENVIRONMENT KEY LIGHTING AND COMPOSITING</p> <p>Used Maya, Lumiere/Renderman & Shake</p>
	<p>BOLT</p>	<p>ENVIRONMENT KEY 3D CHARACTER AND ENVIRONMENT KEY LIGHTING AND COMPOSITING</p> <p>Used Maya, Lumiere/Renderman & Shake</p>
	<p>BOLT</p>	<p>3D CHARACTER AND ENVIRONMENT LIGHTING AND COMPOSITING</p> <p>Used Maya, Lumiere/Renderman & Shake</p>
	<p>BOLT</p>	<p>3D CHARACTER AND ENVIRONMENT KEY LIGHTING AND COMPOSITING</p> <p>Used Maya, Lumiere/Renderman & Shake</p>
	<p>BOLT</p>	<p>3D CHARACTER AND ENVIRONMENT KEY LIGHTING AND COMPOSITING</p> <p>Used Maya, Lumiere/Renderman & Shake</p>

	BOLT	<p>3D CHARACTER AND ENVIRONMENT KEY LIGHTING AND COMPOSITING</p> <p>Used Maya, Lumiere/Renderman & Shake</p>
	X-MEN 2	<p>3D LIGHTING AND SPRITE PLACEMENT AND ANIMATION</p> <p>Used Maya, Lumiere/Renderman & Shake</p>
	TITAN: AE	<p>CREATED 3D ENVIRONMENT: MODELED/DEVELOPED TREES, 3D WATER, SKY. SETUP SHOT FROM RUFF ANIM TO FINAL COLOR, CAMERA ANIM, TREES, 3D WATER, ANIM, LIGHTING, SHIPS LIGHTING</p> <p>Used Softimage, Toonz & Eddie</p>
	THE PRINCESS & THE FROG	<p>COLOR STYLING AND COMPOSITING OF 2D ANIM ELEMENTS, FX LAYERS AND 2D BG LAYERS Lit and composited all elements in the scene.</p> <p>Used ToonBoom Harmony</p>
	THE PRINCESS & THE FROG	<p>COLOR STYLING AND COMPOSITING OF 2D ANIM ELEMENTS, FX LAYERS AND 2D BG LAYERS Lit and composited all elements in the scene.</p> <p>Used ToonBoom Harmony</p>
	THE PRINCESS & THE FROG	<p>COLOR STYLING AND COMPOSITING OF 2D ANIM ELEMENTS, FX LAYERS AND 2D BG LAYERS Lit and composited all elements in the scene.</p> <p>Used ToonBoom Harmony</p>
	FINDING NEMO	<p>PREVIS SET DEVELOPMENT, SET DRERSSING AND FINAL CAMERA DRESSING, CREATION OF OCEAN FLOOR RIPPLES, ROCK FORMATIONS AND MOSS PLACEMENT</p> <p>Used Maya & MenV</p>
	FINDING NEMO	<p>MODELING AND DEVELOPMENT OF SHAPES FOR USE WITH "PISCES" SCHOOLING FISH PROGRAM, LAYOUT</p> <p>Used Maya & MenV</p>

	<p>MEET THE ROBINSONS</p>	<p>3D CHARACTER AND ENVIRONMENT KEY LIGHTING AND COMPOSITING DEVELOPMENT OF DOUGH LOOK AND TEXTURE FOR SEQ</p> <p>Used Maya, Lumiere & Shake</p>
	<p>MEET THE ROBINSONS</p>	<p>3D CHARACTER AND ENVIRONMENT KEY LIGHTING AND COMPOSITING</p> <p>Used Maya, Lumiere & Shake</p>
	<p>MEET THE ROBINSONS</p>	<p>3D CHARACTER AND ENVIRONMENT KEY LIGHTING AND COMPOSITING</p> <p>Used Maya, Lumiere & Shake</p>
	<p>ENVY</p>	<p>CREATED ALL TREES/FOLIAGE IN 3D ENVIRONMENT: MODELED/LOOK DEV/LIGHTING OF ALL TREES AND FOLIAGE TO INTEGRATE WITH OTHER 3D ELEMENTS AND LIVE ACTION FOOTAGE</p> <p>Used Xfrog, Maya & Renderman/SLIM</p>
	<p>MEET THE ROBINSONS</p>	<p>3D CHARACTER AND ENVIRONMENT KEY LIGHTING AND COMPOSITING</p> <p>Used Maya, Lumiere & Shake</p>
	<p>MEET THE ROBINSONS</p>	<p>3D CHARACTER AND ENVIRONMENT KEY LIGHTING AND COMPOSITING</p> <p>Used Maya, Lumiere & Shake</p>
	<p>MEET THE ROBINSONS</p>	<p>ENVIRONMENT KEY HALLWAY</p> <p>3D CHARACTER AND ENVIRONMENT KEY LIGHTING AND COMPOSITING</p> <p>DEVELOPMENT GOOB DISSHEVELD LOOK</p> <p>Used Maya, Lumiere & Shake</p>
	<p>MEET THE ROBINSONS</p>	<p>3D CHARACTER AND ENVIRONMENT KEY LIGHTING AND COMPOSITING</p> <p>Used Maya, Lumiere & Shake</p>

	<p>MEET THE ROBINSONS</p>	<p>3D CHARACTER AND ENVIRONMENT KEY LIGHTING AND COMPOSITING Used Maya, Lumiere & Shake</p>
	<p>POLAR EXPRESS</p>	<p>3D CHARACTER AND ENVIRONMENT LIGHTING AND COMPOSITING. ASSISTED ENVIRONMENT KEY Used Maya, BIRPS & Bonsai</p>
	<p>POLAR EXPRESS</p>	<p>3D CHARACTER AND ENVIRONMENT KEY LIGHTING AND COMPOSITING Used Maya, BIRPS & Bonsai</p>