



















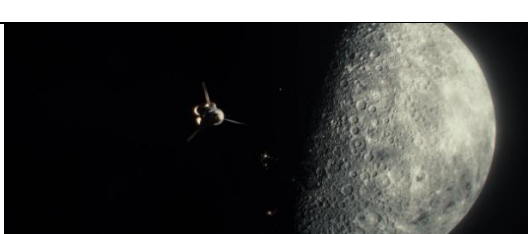
	<p>shot 1 Foundation : (FTL ship + effects) – Full CG + FX responsible for all shot lighting + look dev adjustment + effects rendering + setting up the sequence light rig</p>
	<p>shot 2 Foundation : (FTL ship + Character(Gaal) + Character Effects) – Full CG + CFX responsible for all shot lighting + look dev adjustment + effects rendering + setting up the sequence light rig</p>
	<p>shot 3 Foundation : (FTL ship + effects) – Full CG + FX responsible for all shot lighting + look dev adjustment + effects rendering + setting up the sequence light rig</p>
	<p>shot 4 Foundation : (Dorwin ship + effects) – Full CG + FX responsible for all shot lighting + look dev adjustment + effects rendering</p>
	<p>shot 5 Foundation : (Invictus + asterioid + ship) – Full CG + FX responsible for all shot lighting + look dev adjustment</p>
	<p>shot 6 Our Flag means Death : (Pirate Ship + ocean + water simulation) – Full CG + FX responsible for leading the lighting team + creating the water look + setting up the light rig + look dev adjustment</p>

	<p>shot 7 Our Flag means Death : (Creature + ocean + water simulation) Full CG + plate responsible for leading the lighting team + creating the water look + setting up the light rig for the sequence + look dev adjustment</p>
	<p>shot 8 Foundation : (Coffin + FX) Integration responsible for setting up the sequence light rig + rendering the effects + look dev adjustment</p>
	<p>shot 9 Foundation : (Coffin + FX) Full CG responsible for setting up the sequence light rig + rendering the effects + look dev adjustment + setting up the sequence light rig</p>
	<p>shot 10 Aquaman : (Character(Aquaman) + Background ship) – Full CG except character’s hair and face + FX responsible for all shot lighting + look dev adjustment</p>
	<p>shot 11 Ad Astra (Character (Roy) + Cepheus spaceship) – Full CG character + spaceship responsible for all shot lighting + look dev adjustment</p>
	<p>shot 12 Ad Astra (Character(Roy) + Cepheus space ship) – Full CG character + space ship responsible for all shot lighting + look dev adjustment</p>
	<p>shot 13 Ad Astra (Lunar Shuttle + FX) – Full CG responsible for all shot lighting + look dev adjustment</p>

	<p>shot 14 Foundation : (FTL ship + Trantor Space Station + Crowds) – Full CG responsible for all shot lighting + look dev adjustment</p>
	<p>shot 15 Foundation : (Background building + Destruction + FXs) – Full CG responsible for all shot lighting + look dev adjustment + effects rendering</p>
	<p>shot 16 Foundation : (Imperial Shuttle + station + crowds) – Full CG responsible for all shot lighting + look dev adjustment</p>
	<p>shot 17-20 Foundation : (water) – integration shot with a plate responsible for all shot lighting + creating the water look + sequence lead and set up</p>
	<p>shot 21-24 Foundation : (Trantor building + crowds+ dragon fly) – Full CG + plate integration responsible for all shot lighting + look dev adjustment + sequence lead and set up</p>

	<p>shot 25 F9 (FX) – integration shot with a plate responsible for all shot lighting + FX look dev adjustment</p>
	<p>shot 26 F9 (CG car) – integration shot with a plate responsible for all shot lighting + CG car integration</p>
	<p>shot 27 F9 (CG character + CG car) – integration shot with a plate responsible for all shot lighting + character and CG car integration</p>
	<p>shot 28 Shadow and Bone (Skiff + Fold + Env) – Full CG Skiff + FX Fold + FX volume + Env responsible for all shot lighting + look dev adjustment</p>
	<p>shot 29 Ad Astra (Cepheus space ship + space Gantry + FX) – Full CG space ship + gantry + atmosphere responsible for all shot lighting + look dev adjustment + setting up the sequence light rig</p>
	<p>shot 30 Ad Astra (Cepheus space ship + space Gantry + FX) – Full CG space ship + gantry + atmosphere + thrusters FX responsible for all shot lighting + look dev adjustment + setting up the sequence light rig</p>
	<p>shot 31 Ad Astra (Cepheus space ship + FX) – Full CG space ship + atmosphere + FX responsible for all shot lighting + look dev adjustment</p>

	<p>shot 32 Shadow and Bone (FX) – Integration shot with a digi human + FX tracing on the plate responsible for all shot lighting + look dev adjustment</p>
	<p>shot 33 Foundation (Imperial Shuttle + background buildings) – Integration shot with a plate responsible for all shot lighting + look dev adjustment</p>
	<p>shot 34 Ad Astra (Lunar shuttle) – Full CG responsible for all shot lighting and look dev adjustment</p>
	<p>shot 35 Ad Astra (Lunar shuttle) – Full CG responsible for all shot lighting and look dev adjustment</p>
	<p>shot 36 Ad Astra (Cepheus spaceship + CG character) – Full CG responsible for all shot lighting + look dev adjustment</p>