

Haskell Friedman
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Shot List

- 01-02** ***“THOR” – MARVEL STUDIOS***
Digital Domain Productions, Inc.
Look Development & Lighting Artist – Shader setup for the secondary frost giants
Additional Credits: Miguel Ortega (Texture/Model Lead), Jason Williams (Look Development Lead)
- 03** ***“THOR” – MARVEL STUDIOS***
Digital Domain Productions, Inc.
Look Development & Lighting Artist – Lighting Castle & Environment
Additional Credits: Mat Gilson (Matte Painter)
- 04-05** ***“THOR” – MARVEL STUDIOS***
Digital Domain Productions, Inc.
Look Development & Lighting Artist – Shader setup for the secondary frost giants
Additional Credits: Miguel Ortega (Texture/Model Lead), Jason Williams (Look Development Lead)
- 06** ***“THOR” – MARVEL STUDIOS***
Digital Domain Productions, Inc.
Look Development & Lighting Artist – Shader setup for the Ice Weapons
- 07** ***“THOR” – MARVEL STUDIOS***
Digital Domain Productions, Inc.
Look Development & Lighting Artist – Lighting & Shader setup for the Ice Weapon & Frost
Giant
Additional Credits: Miguel Ortega (Texture/Model Lead), Jason Williams (Look Development Lead)
- 08-12** ***“THE WIZARDING WORLD OF HARRY POTTER” – UNIVERSAL STUDIOS, ORLANDO***
CafeFX
Look Development & Lighting Artist – Look Dev on the trees, shrubs, plants; Master lighting rig; Texturing of Castle parts
Additional Credits: Votch Levi (Pipeline & TD Lead), Steve Arguello (Texture/Model Lead)
- 13-15** ***“HALO ODST” – MICROSOFT GAMES***
CafeFX
Lighting Artist – Lighting of Characters & Environments for this game cinematic commercial
- 16-18** ***“RED CLIFF” – A JOHN WOO FILM***
Digital Domain Productions, Inc.
Lighting Artist – Character, horses and ship lighting to bg element
- 19-20** ***“CONSTANTINE” – WARNER BROS STUDIOS***
ESC Entertainment, Inc.
Color & Lighting Artist – Lighting & Look Dev on the CG Wings to bg elements
Additional Credits: Owen Demers (3D Paint Lead), Brian Fresinger (Model Lead)
- 21-23** ***“MATRIX REVOLUTIONS” – WARNER BROS STUDIOS***
Tippett Studio
Texture & Lighting Artist – Look Dev on the environment and cables
Additional Credits: Kent Matheson (Art Direction), Mark De La Garza (Lighting TD), Chris Paizis (Layout Supervisor)
- 24** ***“MATRIX REVOLUTIONS” – WARNER BROS STUDIOS***
Tippett Studio
Texture & Lighting Artist – Lighting of ship & environment

Shot List (continued...)

- 25 **"MATRIX REVOLUTIONS"** – WARNER BROS STUDIOS
Tippett Studio
Texture & Lighting Artist – Look Dev on the environment and cables
Additional Credits: Kent Matheson (Art Direction), Mark De La Garza (Lighting TD), Chris Paizis (Layout Supervisor)
- 26-31 **"MEET THE ROBINSONS"** – THE WALT DISNEY COMPANY
Walt Disney Animation Studios
Color & Lighting Artist – Lighting & Compositing characters and sets
Additional Credits: Brian La France (Sequence Supervisor)
- 31-32 **"FINAL FANTASY: THE SPIRITS WITHIN"** – COLUMBIA PICTURES
SquareUSA
Senior Lighting Artist – Lead Lighter for this sequence; Lighting characters and sets
- 33-36 **"FINAL FANTASY: THE SPIRITS WITHIN"** – COLUMBIA PICTURES
SquareUSA
Senior Lighting Artist – Lighting characters and sets
Additional Credits: John Monos (Lead Lighter)
- 37-39 **"CHICKEN LITTLE"** – THE WALT DISNEY COMPANY
Walt Disney Animation Studios
Color & Lighting Artist – Lighting & Compositing characters and sets
Additional Credits: Mark Siegel (Lead Lighter)
- 40 **"MEET THE ROBINSONS"** – THE WALT DISNEY COMPANY
Walt Disney Animation Studios
Color & Lighting Artist – Lighting characters and sets
Additional Credits: Brian La France (Sequence Supervisor)
- 41-43 **"GARFIELD: THE MOVIE"** – 20TH CENTURY FOX CORP
Rhythm & Hues Studios
Lighting Artist – Lighting characters to bg elements
- 44-45 **"STUART LITTLE 2"** – COLUMBIA PICTURES CORP
Sony Pictures Imageworks
Color & Lighting Artist – Lighting & Compositing characters to bg elements
Additional Credits: Layne Friedman (CG Supervisor)
- 46 **"CHICKEN LITTLE"** – THE WALT DISNEY COMPANY
Walt Disney Animation Studios
Color & Lighting Artist – Lighting & Compositing characters and sets
Additional Credits: Mark Siegel (Lead Lighter)
- 47 **"CONSTANTINE"** – WARNER BROS STUDIOS
ESC Entertainment, Inc.
Color & Lighting Artist – Lighting & Look Dev on the CG Wings to bg elements
Additional Credits: Owen Demers (3D Paint Lead), Brian Fresinger (Model Lead)
- 48 **"FINAL FANTASY: THE SPIRITS WITHIN"** – COLUMBIA PICTURES
SquareUSA
Senior Lighting Artist – Lighting characters and sets
Additional Credits: John Monos (Lead Lighter)
- 49 **"MATRIX REVOLUTIONS"** – WARNER BROS STUDIOS
Tippett Studio
Texture & Lighting Artist – Look Dev on the environment and cables
Additional Credits: Kent Matheson (Art Direction), Mark De La Garza (Lighting TD), Chris Paizis (Layout Supervisor)