

## Shot List—Jeffrey Scott 2020 Reel

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- Sh. 01-03      **Maleficent: Mistress of Evil - Set extensions**
- Modelled and textured
- Sh. 04-06      **Detective Pikachu - Roads**
- Modelled, textured road network for both wide and CU shots
- Sh. 07-08      **Detective Pikachu - Bridge**
- Designed concept, modelled and textured
- Sh. 09-10      **ADAM 2 - Road**
- Created and modelled ground from photogrammetry, textured for desert
- Sh. 11          **Maleficent: Mistress of Evil - Stairwell Set extensions**
- Modelled and textured
- Sh. 12-13      **Detective Pikachu - Roads and Plaza**
- Modelled, textured road. Designed concept, modelled, and textured plaza on screen right to cover construction site on plate
- Sh. 14-15      **Kinora - personal work**
- Modelled, look developed and textured
- Sh. 16-19      **ADAM 2 - Exterior/Interior Outpost**
- Designed and developed look of overall Outpost building
  - Modelled and textured various elements
  - Art directed outsourcers
  - Layout
- Sh. 20          **Maleficent: Mistress of Evil – FG cliff walls**
- Modelled
- Sh. 21-22      **Aquaman - Seaweed Forest**
- Setup tower prefabs, overall forest layout
- Sh. 23          **Backlot - personal work**
- Modelled, look developed and textured
- Sh. 24          **The Lightsaber Maker - Crystal**
- Modelled and look developed crystal to match physical prop used in other shots