
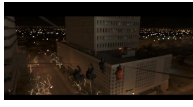


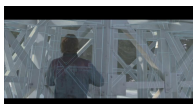

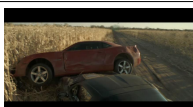


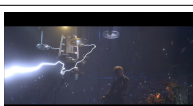


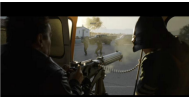
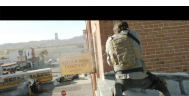






Conrad Dueck  
2014 Reel Breakdown

3d technical direction and support on all projects

1		Logo Design/animation/rendering
2		The Last Stand 3d supervision; 3d tracking
3		Siberia 3D supervision
4		Siberia 3D supervision
5		Siberia 3D supervision
6		Siberia 3D supervision
7		The Last Stand: 3D supervision
8		Metallica Through the Never 3D supervision
9		Metallica Through the Never 3D supervision
10		Metallica Through the Never 3D supervision
11		Metallica Through the Never 3D supervision

12		<p>The Last Stand  3D supervision - 3d tracking, cg set supervisor; tower build/surface; corn model/rig/animcache/layout; squibs volume/particles sim, render</p>
13		<p>The Last Stand  3D supervision - 3d tracking, cg set supervisor; tower build/surface; corn model/rig/animcache/layout; squibs volume/particles sim, render</p>
14		<p>The Last Stand  3D supervision - 3d tracking, cg set supervisor; tower build/surface; corn model/rig/animcache/layout; squibs volume/particles sim, render</p>
15		<p>The Last Stand  3D supervision - 3d tracking, cg set supervisor; tower build/surface; corn model/rig/animcache/layout; squibs volume/particles sim, render</p>
16		<p>Little Boy  3D supervision</p>
17		<p>Little Boy  3D supervision</p>
18		<p>Logo  Design/animation/rendering</p>