

RAPHAEL CHRISTOPHE PROTTI

cg artist | technical director

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shot breakdown

***Southland Tales** (2007) **Various Shots** Concept Design, modeling, texturing, lighting and layout.

***The Box** digital prosthetic (2009) Look development lead. Lighting, shading and compositing r&d, texture painting. This work got a VES nomination

***Krupp** (2009) Look development and lighting lead. VES nomination

***Piranha** (2010) Lighting Lead

***G-Force** (2009) Lighting and Compositing TD

***Next** Tumbling Steam Engine (2005) Layout, Animation, Lighting, back plate matte painting.

***Feast of Love** Set Extension (2007) Modeling, Texturing, Lighting, supervision and matte painting.

***Bavaria Beer** (2009) Lighting and shading

***Fireflies in the Garden** Digital make up (2008) Compositing of 30 shots in Shake.

***Southland Tales** Various Shots (2007) Concept Design, modeling, texturing, lighting and layout.

***NASA Space Shuttle Experience** (2006) Modeling, texturing, lighting, layout, animation.

***Transformers** (2007) Texture/Matte painting, layout.

***Boeing** (2006) Texture/Matte painting.

***Tmobile** (2009) Lighting and shading, layout

***Who's Gonna Save My Soul** (2008) Look development and lighting. Video received Grammy nomination, VES nomination.

***Propel** commercials(2007) Texture/Matte painting.

***FoodMaxx** commercial (2010) Lighting, shading, particles, compositing.

***Target Field Jumbotron Animation** (2010) Layout, lighting, shading, compositing

***THQ Motocross** Cinematic (2010) Layout, lighting and shading.

***Fuel TV Fourth Wheel** (2010) Previz, layout, modeling, texture, lighting, shading, compositing, end tag design.

