

How to Train Your Dragon: The Hidden World

Character: Gobber

- New vest groom and look dev
- Clothing redevelopment and fuzz additions
- New shoe fur groom
- Responsible for all look development on various arm prosthetics
- Peach fuzz groom and mustache resurfacing

Character: Eret

- All clothing surfacing and grooming
- Weapons look development

Character: Stoic

- Cape groom and surfacing

Character: Tuffnut Dragon Outfit

- All look development for dragon flight suit

The Croods: A New Age

0:00:44:00 - 0:00:45:19

Swamp + Desert Travel

- All swamp look development and micro dressing foliage/moss
- Desert look development and micro dressing

0:00:47:15

Peacock Trees and BG Plants

- Look dev on BG peacock trees and larger BG plants

0:00:48:00 - 0:00:59:02

Farm Path/Compound Look Dev

- Look dev on farm path including all grass and foliage placement/dressing
- Look dev for environment grounds including all grass and foliage micro dressing
- Look dev on various large plants and trees

0:01:00:00

Man Cave Sauna

- Environment look dev on all aspects of sauna

0:01:03:00 - 0:01:22:02

Compound wall break + Discovery

- Look dev on ground path including all grass and foliage placement/dressing except for larger trees
- Outer wall look dev and surfacing including micro dressing of large cracked ground pieces

0:01:22:08 - 0:02:31:20

Monkey Town/ Monkey Arena/ Boss Fight Arena

- All environment look dev/surfacing including lush and dry variants
- Placement/micro dressing of rocks, bones, lush vines/foilage including some set dressing of larger plants and trees/boulders and bones

Abominable

0:02:35:00 - 0:02:42:11

Soda Crate Crash

- All environment look dev including all maple trees
- Placement micro dressing of all grass/plants foliage
- Soda Crate Look Dev

0:02:43:17 - 0:02:48:13

Campsite Escape

- All ground look dev including all placement/micro dressing of ground foliage/rocks

0:02:49:06

Drinking from the Yak River

- All environment look development including placement/ micro dressing of all trees, bushes, grass, pebbles and foliage

0:02:53:23 - 0:03:08:15

Kids Camp + Playing Dad's Violin

- All ground environment look development including placement/micro dressing of all grass, plants, pebbles as well as some bushes and trees

0:03:09:18 - 0:03:20:19

Mountain Overlook

- All ground environment look development including placement/micro dressing of all grass, plants, rocks/boulders
- Look development on snow material and design

0:03:22:21 - 0:03:54:00

Mountain Fight + Avalanche

- All environment look development including snow material and ice wall
- placement/micro dressing of snow clumps and some post destruction micro dressing
- Part of multi departmental task force investigating parallel workflows for destructive sequence