

REEL 2009 - BREAKDOWN



Wrigleys Airwaves TV-Spot (Quadriga|FX)

verantwortlich für:

Animation

verwendete Software:

Autodesk Maya



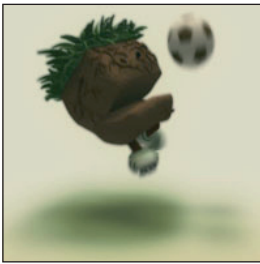
Mega (Morro Images)

verantwortlich für:

Animation, Rigging, Fur, Lighting, Rendering

verwendete Software:

Autodesk Maya, Shave&Haircut, The Setup Machine, Adobe Photoshop



LoOP (Quadriga|FX)

verantwortlich für:

Animation, Concept/Storyboard, Dynamics, Shading, Lighting/Rendering,
Compositing

verwendete Software:

Autodesk Maya, Eyeon Fusion, Adobe Photoshop, Adobe Premiere



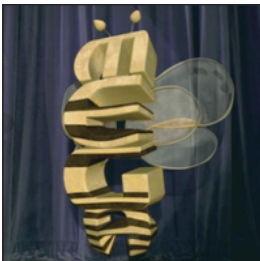
KPN Glasvezel (Morro Images)

verantwortlich für:

Texturing/Shading

verwendete Software:

Autodesk Maya, Adobe Photoshop



Mega (Morro Images)

verantwortlich für:

Shading, Rigging, Dynamics

verwendete Software:

Autodesk Maya, The Setup Machine, Adobe Photoshop



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Moffels (Quadriga|FX)

verantwortlich für:

Texturing und Shading der Charaktere

verwendete Software:

Maxon Bodypaint, Adobe Photoshop, Autodesk Maya



TUI TV-Spot (Quadriga|FX)

verantwortlich für:

Texturing, Shading

verwendete Software:

Maxon Bodypaint, Adobe Photoshop, Autodesk Maya



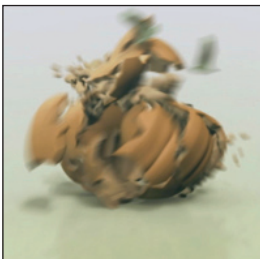
Diplomfilm „Scream“ (TFH-Berlin)

verantwortlich für:

Dynamics, Animation, Shading, Lighting/Rendering, Compositing,
Concept/Storyboard

verwendete Software:

Autodesk Maya, Next Limit RealFlow, Adobe After Effects



Smashing Pumpkins

verantwortlich für:

Modeling, Shading, Dynamics, Lighting/Rendering, Compositing

verwendete Software:

Autodesk Maya, Eyeon Fusion



Vernel (Spooky Cecile)

verantwortlich für:

Dynamics, Texturing

verwendete Software:

Autodesk Maya, Adobe Photoshop



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Mega (Morro Images)

verantwortlich für:

Rigging, Character-Design (1:21-1:24), Lighting (1:24-1:25)

verwendete Software:

Autodesk Maya, The Setup Machine, Adobe Photoshop



Kurzfilm „Nakupenda“ (TFH-Berlin)

verantwortlich für:

Script/Storyboard, Modeling, Rigging, Animation, Texturing/Shading,
Camera-Tracking, Lighting/Rendering, Compositing, Camera/Direction

verwendete Software:

Autodesk Maya, Boujou Three, Adobe After Effects, Adobe Photoshop



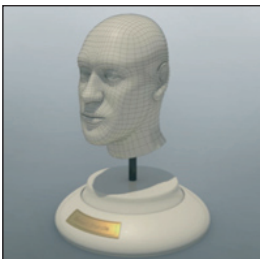
Meeper

verantwortlich für:

Modeling, Rigging, Texturing/Shading

verwendete Software:

Autodesk Maya, Adobe Photoshop



Head

verantwortlich für:

Modelling, Shading, Lighting/Rendering, Compositing

verwendete Software:

Autodesk Maya, Eyeon Fusion



Reel 2009

verantwortlich für:

3D-Design, Compositing, Editing

verwendete Software:

Autodesk Maya, Eyeon Fusion, Adobe Premiere



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