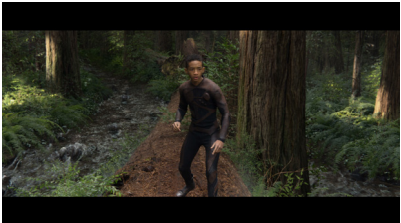




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Showreel 2014 Breakdown

Shot	Project Title	Company	Tasks	Software
	After Earth <i>feature film</i>	Pixomondo	scene assembly lighting rendering atmospheric particles assets (parts of: modelling, shading, animation) no contribution to river	3ds Max Maya Multiscatter V-Ray
 	After Earth <i>feature film</i>	Pixomondo	scene layout parts of: modelling, shading, lighting	3ds Max Maya Multiscatter V-Ray ZBrush



Wunderkinder
feature film

Exozet

tanks, smoke, street:
rigging
animation
simulation
shading (parts)
lighting
rendering

Bodypaint 3D
Maya
Photoshop

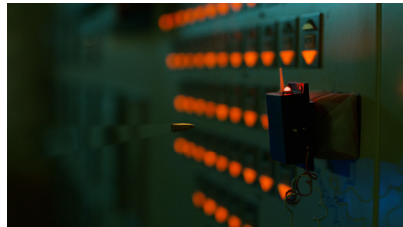


The Judgement
feature film

CinepostProduction

additional cloud layer:
simulation
shading
lighting
rendering

Maya



Tag der Wahrheit
television film

CinepostProduction

bullet, explosion:
modelling
animation
simulation
shading
lighting
rendering

FumeFX
Maya



Die Stunde des Wolfes
television film

Exozet

liquid:
simulation
shading
lighting
rendering

Maya



Journey 2: The Mysterious Island
feature film

Pixomondo

water surface, plankton particles:
animation
simulation
shading
rendering

Maya



Zwölf Meter ohne Kopf
feature film

Rise FX

ship, waterspray:
cloth setup (parts)
animation
simulation
shading (parts)
lighting
rendering

Maya
Photoshop

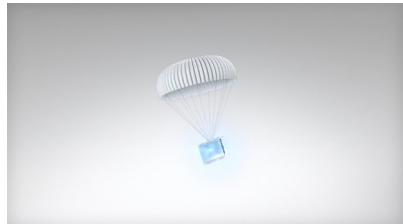


Mord in Ludwigslust
television film

Exozet

car, debris:
modelling (parts)
animation
simulation
shading
lighting
rendering

Maya
Photoshop



3 WEBCUBE
commercial

dondon

cube, parachute:
animation
simulation

Maya



**Mein Flaschengeist
und ich**
television film

Rise FX

skull:
matchmoving
modelling
animation
shading
lighting
rendering

Bodypaint 3D
Maya
Photoshop
Syntheyes
ZBrush

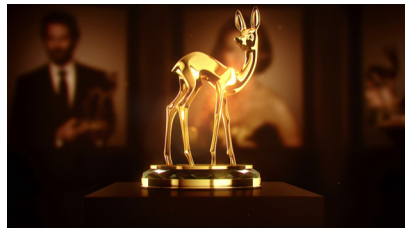


Sky Plus
commercial

Pixomondo

modelling
animation
particle setup (monitors)
shading
lighting
rendering

3ds Max
Thinking Particles
V-Ray



**Bambi Awards
2010**
On-Air-Package

Storz & Escherich

animation
shading (parts)
lighting
rendering
no contribution to particles

3ds max
V-ray
