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Shotlist

#1   Sword: Camera tracking, hard surface modeling, texturing, animation, lighting & rendering
3D: Maya-MentalRay Tracking: 3dEqualizer

#2, 3   Demon Actor: Object tracking the actors face position and movement in order to apply a
CG nose and mask on his cheeks. Animating CG prosthetics to match and lock on
the actors movements. | 3D: Maya Tracking: 3dEqualizer

#4   Dragon: Lighting rig and Camera tracking.
3D: Maya Tracking: Boujou

#5, 6   Red Hall: Camera tracking, door animation matching real doors lower half,
wall set-extensions, rendering. | 3D: Maya Tracking: 3dEqualizer

#7   Evil Tornado: Camera tracking and 3D set extensions: ceiling model and candle texture
to the top of central column, roof & wall replacements (spot lights), actor crane removal
3D: Maya Tracking: Boujou Texturing: Photoshop

#8   Bird Morph: 7 frame transition of a CG model from real actor to bird. Modeling,
texturing, animation. |3D: Maya 2D: Photoshop

#9, 10   X-Men 3 & Poseidon: Feature film camera tracking of 2k plates with Boujou or 3DEqualizer.
Matching position and scale of full CG sets to the solved cameras in Maya and scene preparation.

#11   Warsteiner beer Your Mix (TVC): re-rendered and extended an existing PAL TVC as
a cinema version in HD. Adapting the existing maya source scenes (sets and camera animtion)
to extend by 10 seconds and render flawlessly. Integration of a new shot (Rollergirl)
and complete remake of the bubble particle simulation and its transitions between shots.
3D:Maya 8, Mental Ray

#12   VW Pasat CC: created a HD image film with 30 CG shots to be shown at a car fair in the U.S.
Setting up lock off cameras, passes as well as devising an animation system to animate the
solar cell's movement following the car closely. | 3D: XSI, MentalRay, Shake, Photoshop

#13   Allianz Global Investors (TVC): complete integration of 3D sphere into the sequence.
Including environments (AO, HDR location probes, blurry reflections, shadows).
Performed the final colour grading of the sphere in Shake. | 3D: Xsi

#14   Smart "C": vectorised & modeled a 3D logo, animation and lighting. | 3D Xsi & MentalRay
Hamster: modeling, rigging, animation, rendering, fur revisions. The fur was set up by a
colleague, later on we worked on several fur revisions together to achieve the final look. | 3D: Xsi

#15   Lizard & Grasshopper: responsible for entire visual components. Modeled in
XSI, completed in Maya: texturing, rigging (dynamic deformers, Softbodies), animation,
lighting and rendering in passes. Composited in After Effects, with scripted masks
to simulate Dof(2004). | 3D: Maya, Xsi 2D: Photoshop, After Effects, Freehand