

SHOTBREAKDOWN REEL 2011

Client

Task

00:01 - 00:11 Opel:



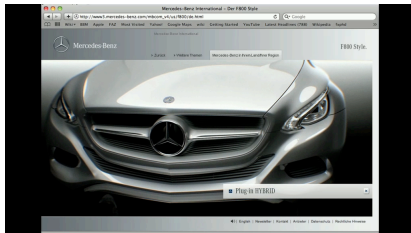
tracking in Boujou and PFTrack
headlights replacement,
rendering und pre-comping
rim exchange

00:12 - 00:13



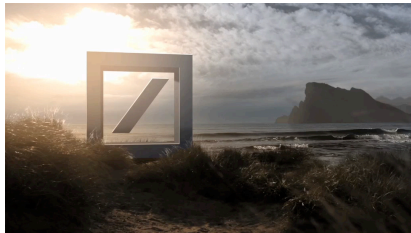
Modelling, animation, shading and lighting,
rendering in mental ray and compositing in
Nuke

00:13 - 00:20 Mercedes F800



Shading, lighting and rendering in
mentalray, Compositing in Nuke and After
Effects

00:21 - 00:27 Deutsche Bank



Modelling, lighting, shading and rendering
in Maya/mentalray. comped in Nuke.

00:28 - 00:31 Fantasia



scene setup, tracking, lighting and rendering. pre-comp in Nuke.

00:32 - 00:46 VW Bully



scene setup, shading, lighting and rendering in mentalray. Comped in Nuke.

00:47 - 01:00 Asia Cup



simulation in realflow, shading and rendering in mentalray, precomped in Nuke.