



Skoda "eOctavia Neon"

Set modeling, lights distribution and animation using custom ICE setups, render wrangling

Software used:  
Softimage, Gimp

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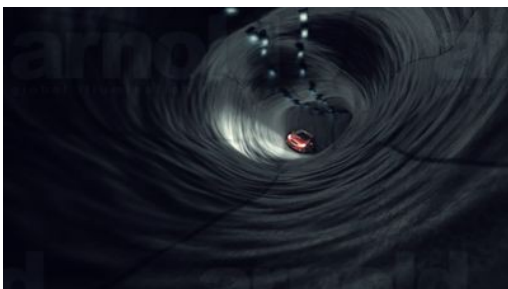


Jungheinrich "Concept '08"

Construction-data conversion / modeling, texturing, Hand animation and look, render wrangling

Software used:  
Softimage, Blender, Gimp

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Inhouse test

Animation, lighting, shading, rendering

Software used:  
Softimage (Arnold), Gimp

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Dolormin "Pain"

Animation, modeling, some shading & texturing, Python scripting for a Softimage to AFX pipeline, Render wrangling

Software used:  
Softimage, Blender, AfterFX, Gimp

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S.Oliver Packshot

modeling, lighting, shading, animation, initial compositing

Software used:  
Softimage, Nuke, Gimp

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San Felipe

Modeling of the upper ship parts (mast, sails, ladders, etc), Ocean setup, camera animation, scene setup, 3D setup in Nuke

Software used:  
Softimage, Nuke, Blender, Gimp

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Jeep "Ten little vehicles"

look development, modeling, texturing, shading, lighting,  
Animation, rendering

Software used:  
Softimage, Blender, Gimp

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Personal project

Modeling, lighting, shading, animation,  
ICE setup, comp

Software used:  
Softimage (Arnold), Nuke, Gimp

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Dolormin "Kopfkino"

3D camera tracking, rubberband extension

Software used:  
Softimage, PFTrack

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Müller "JmdE"

modeling, lighting, shading and animation  
of the topmost stars

Software used:  
Softimage

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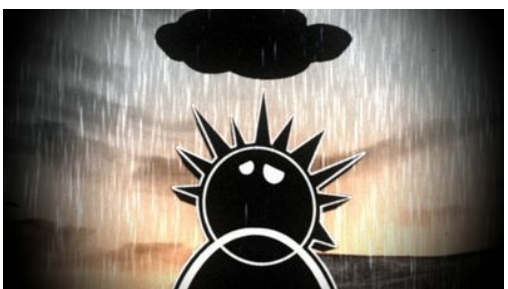
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Dolormin Packshot

Modeling, lighting, shading, animation, rendering

Software used:  
Softimage, Gimp

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Inhouse project "Cannes"

Modeling, lighting, shading, animation, rendering

Software used:  
Softimage, Blender, Gimp

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Maxi "Themenspots"

Animation, ground reflections, rendering

Software used:  
Softimage, Gimp

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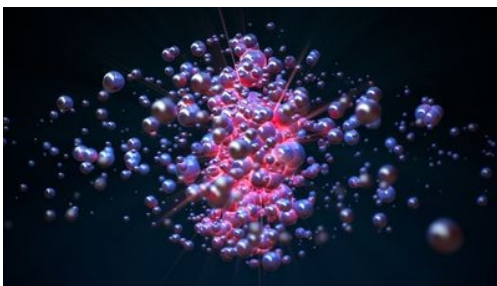
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Inhouse test

Modeling, animation, shading

Software used:  
Softimage, Gimp

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Personal test

ICE setup, lighting, shading, compositing

Software used:  
Softimage, Nuke

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Ferrero "Die Besten"

Animation, scene setup

Software used:  
Softimage

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WMF "Profiküche"

3D cameratracking and camera movement extension,  
modeling, lighting, shading, animation

Software used:  
PFTrack, Softimage, Gimp

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Opel "Corsa"

Motion control data conversion and cleaning,  
3D camera tracking, scene setup,  
car and environment reflections, cg-wheels, numberplate  
and grill substitution for UK version (Vauxhall),  
Render wrangling

Software used:  
Softimage, PFTrack, Gimp

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 Navigon “iPhone Apps”

Custom Python script to generate controls for that “dock effect”, modeling, lighting, shading, animation, Initial compositing

Software used:  
Softimage, AfterFX, Gimp

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 Entaga “Wo kommt der Strom her”

Custom python based Softimage to AfterFX pipeline, Modeling, shading, lighting, rendering

Software used:  
Softimage, AfterFX, Blender, Gimp

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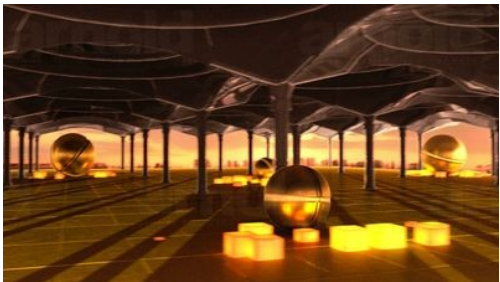

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 quick animation exercise

Animating a pre-rigged character in Blender, lighting, Rendering

Software used:  
Blender

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 personal project

Modeling, lighting, shading, animation, comp  
Focus: testing the Arnold renderer, Cube animation in ICE

Software used:  
Softimage (Arnold), Nuke, Gimp

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