

## Showreel 2013

### Shot Breakdown

Shot#	Meine Arbeit
1,2,3	<b>Ausgerechnet Sibiren:</b> Shot 3D Setup, Libelle Modeling, Shading, Lighting, Rendering
4	<b>Ausgerechnet Sibiren:</b> Rotoscoping des Mannes for Day to Night / Summer to Winter Conversion. 1000+ Frames
5,6,7	<b>Die Schweizer:</b> Asset Modeling, Shading
8,9,10	<b>Die Schweizer:</b> 3D Set Extension: Shot 3D Setup, Modeling, Shading, Lighting, Rendering
11	<b>Mister Spex:</b> 3D Tracking des Kopfes, Modeling, Animation, Shading, Lighting, Rendering
12	<b>Deutsche Bahn:</b> Smoke Simulation mit Chaosgroup Phoenix FD
13-19	<b>Am Ende die Hoffnung:</b> Uboot Modeling, Shading, Lighting, Rendering
20	<b>Tiscover:</b> Modeling, Shading
21-25	<b>Bosch:</b> Asset Modeling, Shading, Rendering, teilweise Rigging und Animation
26,27,28	<b>Zerebrale Dichotomie:</b> Background Modeling, Shading, Lighting, Rendering Character Shading, Lighting, Rendering
29	<b>Huck Finn:</b> 3D Tracking (20+ Shots), Rotoscoping
30-34	<b>Huck Finn:</b> Asset Modeling, Shading
35	<b>Huck Finn:</b> Rotoscoping, Retiming, Compositing
36	<b>Tom Sawyer:</b> 3D Scene Setup, Modeling (Zbrush), Shading, Lighting, Rendering, Compositing
37	<b>Huck Finn:</b> 3D Tracking, Rotoscoping