

## VFX ARTIST

<b>Harry Potter 5:</b>	Software: Maya, Renderman, Shake lighting and render setup of Hall of Prophecy sequence
<b>Cloverfield:</b>	Software: Maya, Renderman, Shake, Dynamite fx simulation for breaking windows, sparks, cars foreground elements for bridge destruction, debris, boards, splinters, dust
<b>10.000 BC:</b>	Software: Maya, Renderman, Shake, Dynamite modelling of scaffolding and stones for destruction animation of golden pyramid fx simulation for destruction of scaffolding, stone pyramid, debris, cranes, dust, ropes
<b>A Sound of Thunder:</b>	Software: Maya, Photoshop modelling and texturing of buildings and train tracks
<b>Disney - XMas:</b>	Software: Maya, Photoshop rigging and animation of lights modelling, texturing and shading of props and background objects
<b>Arena:</b>	Software: XSI, Photoshop, Fusion, Shake camera and fx animation modelling and shading of stadium and logo compositing
<b>Dresdner Bank:</b>	Software: XSI, Photoshop, Fusion modelling, shading, rendering of environment objects (buildings, lights), particles for interaction with umbrella
<b>Premiere HD-Film:</b>	Software: XSI, Photoshop, Shake modelling, shading, animation, lighting of logo
<b>Peugeot:</b>	Software: XSI, Photoshop, Shake, 3D Equalizer 3D tracking of whole spot lighting and fx animation (particles and rigid body)
<b>MBC3 - Breakdance:</b>	Software: XSI, Photoshop, Illustrator, After Effects texturing, shading, lighting and background animation
<b>MBC3 - Worm:</b>	Software: XSI, Photoshop, Fusion texturing, shading, lighting, background animation, compositing
<b>MBC4 - Crime:</b>	Software: XSI, Photoshop modelling and texturing of gun
<b>MBC4 - Ramadan:</b>	Software: XSI, Photoshop texturing, shading, lighting of flowers
<b>Schwäbisch-Hall:</b>	Software: Maya, Photoshop, Shake animation, lighting and compositing
<b>MBC3 - Ramadan:</b>	Software: XSI, Photoshop, Fusion modelling, rigging, texturing, shading, lighting, fx animation, compositing