

Showreel breakdown

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Internal work for UPP, Prague
"Red Tails" - feature film

Image property of LucasFilms Ltd.



Software used:
Maya / MentalRay / Nuke

Work type:
Lighting / Shading

End media:
Film

Description: (per shot)
Initial light and mats - 1 day
Lighting / Shading - 1 day
Shading / Rendering - 1 day
Rendering / Pre-composit - 1 day



Software used:
Maya / Arnold / Nuke

Work type:
Lighting / Shading

End media:
TV - 8 seconds segment

Description:
Initial light and mats - 1 day
Lighting / Shading – 1 day
Render / Pre-composit – 1 day



Software used:
ZBrush

Work type:
Modeling / Texturing

End media:
3D print

Description:
Base model / sculpt – 1 day
Muscle details / Head – 1 day
Head details / Hair – 1 day
Texturing – 1 day



Software used:

Zbrush / Maya / Arnold

Work type:

Sculpting / Texturing / Shading

End media:

TV Commercial

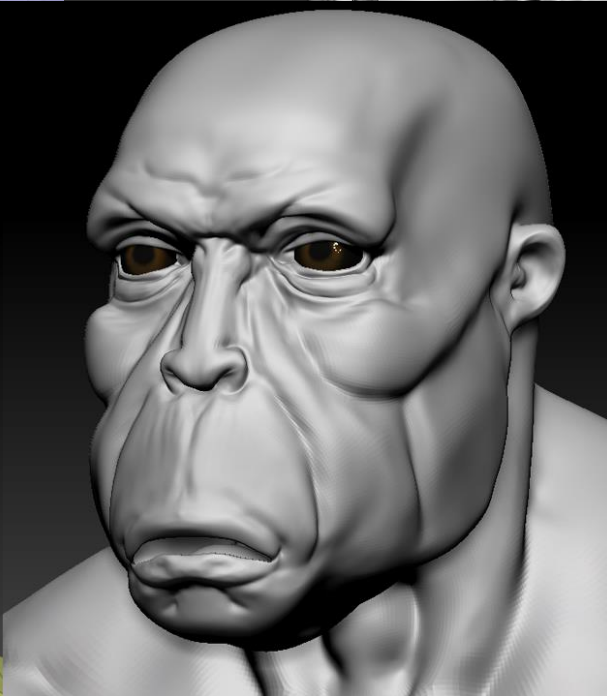
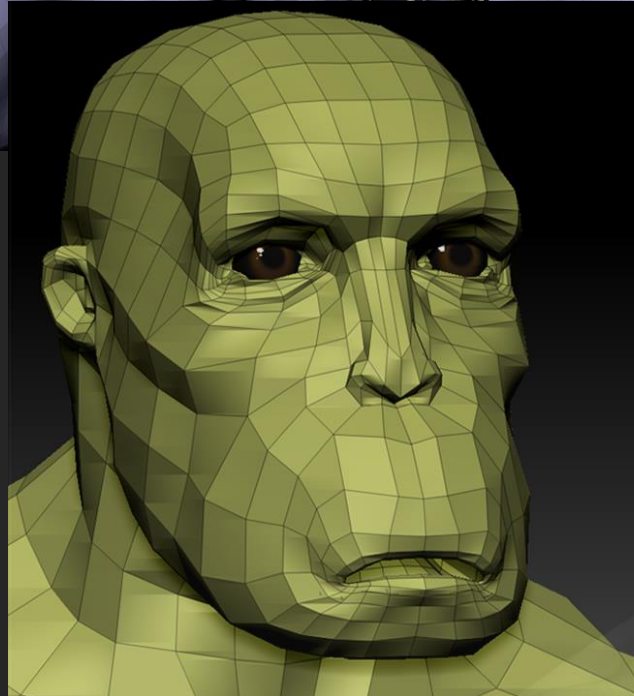
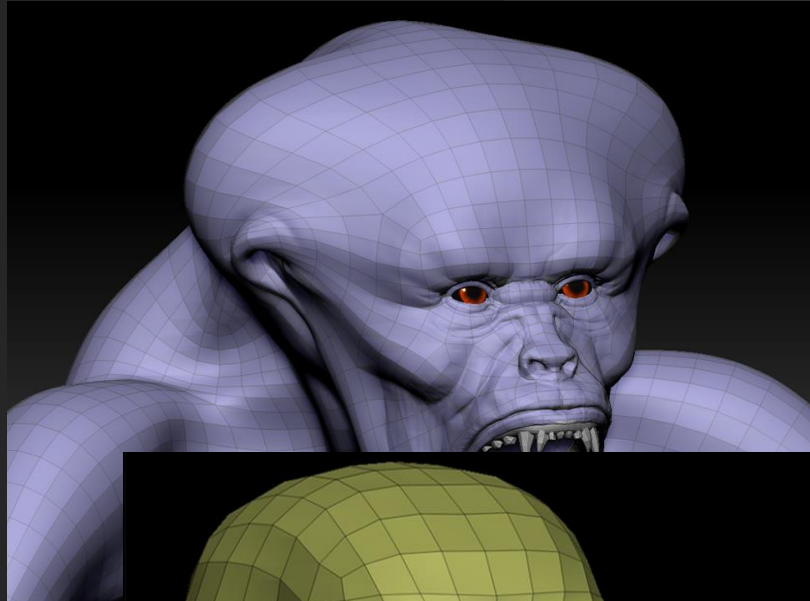
Description:

Maraee 2014 – “Paper animals”

Base sculpt – 1 day

Model retopo / UV – 1 day

Texture paint - 1 day



Software used:
Zbrush / Maya

Work type:
Sculpting / Retopology / Texturing

End media:
Film

Description:
Base sculpt – 1 day
Model retopo / UV – 1 day
Texture paint - 1 day



Software used:
Maya / MentalRay

Work type:
Modeling / Rigging / Animation

End media:
TV Promo – 8 seconds

Description:
Modeling, rigging, animation,
shading and rendering for this
brand TV promo



Gunther
Volkswagen of
Coconut Creek

Software used:

Maya / 3DS Max / V-Ray

Work type:

Rigging / Animation

End media:

Web commercial – 7 seconds

Description:

Character model – 1 day

Basic rig / Skin – 1 day

Animation – 2 days

Lighting / Rendering – 1 day



Software used:

Maya / RealFlow / MentalRay

Work type:

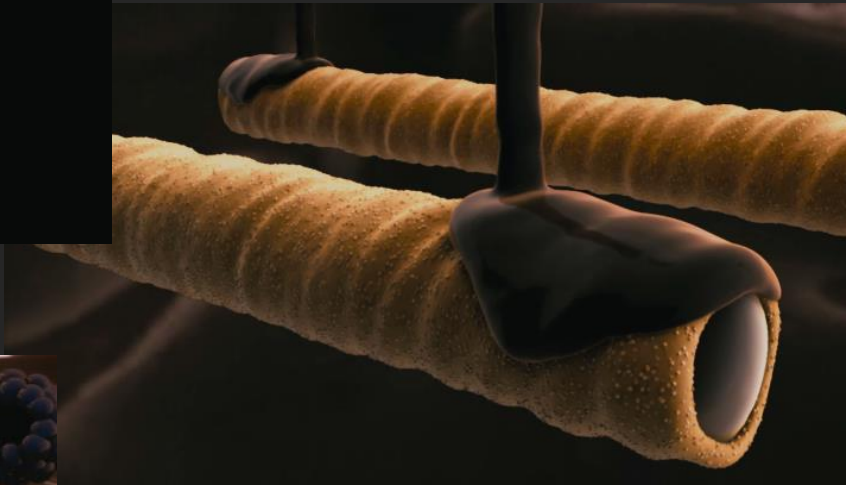
Dynamics / Lighting / Rendering

End media:

Web commercial – 5 seconds

Description:

Modeling, texturing, fluid simulation, lighting, rendering and compositing, a turnkey production for this commercial.



Software used:

Maya / RealFlow / MRay / VRay

Work type:

Dynamics / Lighting / Rendering

End media:

TV Commercial

Description:

Modeling, texturing, fluid simulation, lighting, rendering and compositing.



Software used:
Maya / MotionBuilder / MRay

Work type:
Rigging / Animation / Lighting

End media:
Promo video – outsource work

Description:
Car rigging, mocap cleanup and
keyframe animation. Lighting,
shading, rendering and
compositing

Thanks for watching !

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