



ARMAGEDDON

2007, TV film, German ZDF & Discovery Channel US

My work: Lighting, shading, compositing, New York 3d model

Tools used: Photoshop, Maya, Fusion



MUTTERLAND

2009, Diploma Short, Own Project

My work: Everything, including directing & set supervision

Tools used: Photoshop, Boujou/Pftrack, Maya, After Effects



THEY WILL COME TO TOWN

2008, WWF Spec Commercial, Thilo Ewers

My work: Texturing, shading & lighting 3d model NY, compositing,

Tools used: Photoshop, Maya, After Effects



2500 YEARS OF RUNNING

2008, Nike Spec commercial, Nawid Abri

My work: mattepainting, fluids for sandstorm, compositing

Tools used: Photoshop, Maya, After Effects



DAS LEUCHTEN

2007, Sci-Fi Short film, Krystof Zlatnik

My work: vfx/set supervision, tracking, 3d models, particles, CG extensions, compositing

Tools used: Photoshop, Boujou/Pftrack, Maya, After Effects

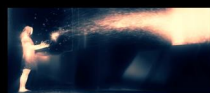


LYS

2008, Sci-Fi, Krystof Zlatnik

My work: vfx/set supervision, concept design, tracking, 3d modeling, lighting, shading, particles, compositing

Tools used: Photoshop, Boujou/Pftrack, Maya, After Effects



MAG

2007, Commercial for MAG Industrial, Elastic Films

My work: 3d model, lighting, shading, compositing

Tools used: Photoshop, Maya, After Effects



MOTHERLAND IN CRYISIS

2008, Realtime Visualization, Own Project

My work: 3d model, lighting, shading

Tools used: Photoshop, Maya, Cryengine 2 (Realtime 3d engine)