

BREAKDOWN LIST

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TOYOTA
00:03 - 00:15

Look Development - Shading - Texturing - Lighting TD - Compositing

I worked on look development of the phone and the walkman, studying various styles of wear and destruction. Then I made textures, shaders and I worked as a Key Lighter and Compositor. As a Generalist I made camera tracking.

SOFTWARE: Softimage, Arnold, HDRShop, Mari, Photoshop, Nuke, After Effects, PFTrack.

SKY (THE FLY)
00:16 - 00:30

Look Development - Shading - Key Lighting - Compositing

My work began on look development of the fly. As a Key Lighter I made the light rigs, the compositing scripts and I checked the continuity between shots. I also made camera tracking, shading, texturing, shot lighting, rendering and compositing.

SOFTWARE: Softimage, Arnold, HDRShop, Mari, Photoshop, Nuke, After Effects, PFTrack.

LANCIA
00:31 - 00:43

Look Development - Shading - Key Lighting - Compositing - 3D Generalist

HIPPOPOTAMUS. I worked on look development of the hippopotamus making textures, shaders and fur. As a Key Lighter I made the light rigs and the compositing scripts. I also worked on Pipeline, to improve the process of lighting shot by shot and compositing.

ELEPHANT. I made camera tracking, animation, shot lighting, rendering and compositing.

SOFTWARE: Softimage, Maya, Mental Ray, Arnold, HDRShop, Mari, Photoshop, After Effects, Nuke, PFTrack.

VODAFONE
00:44 - 00:55

Look Development - Shading - Texturing - Layout -Key Lighting - Compositing

I worked on look development and layout of the pillar of the chairlift. I made textures, shaders, light set up and compositing.

SOFTWARE: Softimage, Arnold, HDRShop, Mari, Photoshop, Nuke, After Effects.

LIONEL
00:56 - 01:00

Lighting TD - Compositing

I was responsible for the mouth of the lion. I worked on textures and shading, key lighting and compositing. As a responsible for the process of lighting shot by shot I managed the team, checked the continuity between shots, made sure that the process followed the pipeline rules.

SOFTWARE: Maya, Renderman, HDRShop, ZBrush, Nuke, Photoshop.
IMDB <http://www.imdb.com/title/tt1784522>

MUSHROOM
01:01 - 01:08

Personal project

SOFTWARE: Softimage, Maya, Substance Painter, Substance Designer, Arnold, ZBrush, Nuke, After Effects, Photoshop.

SKY
01:09 - 01:11

3D Generalist

As a 3d generalist I worked on camera tracking, animation, lighting, rendering and compositing.

SOFTWARE: Softimage, Mental Ray, Photoshop, After Effects, PFTrack.

SKY
01:12 - 01:15

Key Lighting - 3D Generalist

My work began on set, where I took photo references of actors and props for modelling, texturing and HDRIs. I made sure that the shots are filmed according to the briefing. As a responsible for the process of lighting I worked on key lighting and HDRIs, checked the continuity between shots, made sure that all the processes followed pipeline rules. As a 3d generalist I worked on camera tracking, texturing and shading, rendering and compositing.

SOFTWARE: Softimage, Arnold, HDRShop, Mari, Photoshop, Nuke, After Effects, PFTrack.

TOYOTA
01:16 - 01:19

Look Development - 3D Generalist

I worked on look development of the graphic user interface, then I made camera tracking, texturing, rendering and compositing.

SOFTWARE: Softimage, Mental Rray, Photoshop, Nuke, After Effects, PFTrack.

Q8
01:20 - 01:35

Texturing - Shading - Key/Shot Lighting - Compositing

I made texturing and shading for the entire catamaran. Then I worked on key lighting and prepare light rigs for all the shots. I also optimised the render process e worked on compositing and final look.

SOFTWARE: Softimage, Arnold, HDRShop, Mari, Photoshop, Nuke, After Effects.

ALFA ROMEO
01:36 - 01:39

Lighting TD - 3D Generalist

I worked on camera and object tracking, shading, key lighting, rendering and compositing.

SOFTWARE: Softimage, Arnold, HDRShop, After Effects, PFTrack.

TOYOTA
01:40 - 01:45

Lighting TD - 3D Generalist

As a 3d generalist I worked on camera tracking, texturing and shading, rendering and compositing.

SOFTWARE: Softimage, Mental Ray, HDRShop, Mari, Photoshop, Nuke, After Effects, PFTrack.

WHIRPOOL
01:46 - 01:48

Texturing - Shading - Key/shot Lighting - Compositing

I made texturing and shading for the entire fridge and washing machine. Then I worked on key lighting and prepare light rigs for all the shots. As a responsible for the entire process of lighting I checked the continuity between shots, optimised the render process to meet deadline.

SOFTWARE: Softimage, Arnold, HDRShop, Mari, Photoshop, Nuke.

MEDIASET
01:49 - 02:01

Look Development - Sequence Lead

I made texturing and shading. Then I worked on key lighting and prepare light rigs for all the shots. As a responsible for the entire process of lighting I checked the continuity between shots, optimised the render process and worked on compositing and final look.

SOFTWARE: Softimage, Arnold, HDRShop, Mari, Photoshop, Nuke, After Effects.

DONKEY XOTE
02:02 - 02:13

Lighting - Final Layout

I worked on shot lighting of the characters, when necessary I fixed textures and shaders. As a final layout artist I fixed the animations of characters and props, working with the animation curves or making shapes on clothes. I also worked on optimisation of the scenes and render parameters.

SOFTWARE Softimage XSI, Mental Ray, Royal Render, Photoshop.

IMDB <http://www.imdb.com/title/tt0419704>