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Breakdown Sheet – Graduate Reel 2011



Project Title: First Wave Time: 12 weeks

A 12 weeks master project. The implied narrative in this project should be an alien attack / alien invasion. The aim of this project, was to strengthen the VFX as well as compositing skills in multiple areas. RBD's, smoke and compositing were the main working areas in this project. From preproduction to postproduction, this project was planned and executed by me.
Software used: Houdini, Maya, Nuke, PFTrack, Photoshop, Premiere



Project Title: Gone Time: 6 weeks

The goal of this project, was to focus on a certain effect and to achieve a photoreal result. The disappearing effect combines the use of particles and cloth simulation. The light interaction with the actor and environment required a reconstruction of the whole set in 3D. From preproduction to postproduction, this project was planned and executed by me.
Software used: Houdini, Maya, Nuke



Project Title: The Hosts Time: 7 weeks

This project was planned and executed by a group of four people. My tasks covered the areas of Lighting, Shading, Rendering, Technical Direction and minor compositing. This project allowed me to work on a VFX piece with a team oriented production pipeline. Fast adaption to requirements and a quick troubleshooting process was necessary on a daily basis, which kept this project lively and exciting.

Software used: Houdini, Maya, XSI Softimage, Nuke, Photoshop



Project Title: Underwater Aquascope Time: 10 weeks

The goal of this project was to get familiar with Houdini and Nuke. A dry to wet conversion. From preproduction to postproduction, this project was planned and executed by me.

Software used: Houdini, Nuke, Photoshop