

Showreel breakdown



Anatomy study 2010

Private project.

Software: Zbrush, Maya, Topogun.



Mercedes 2010

Modelling

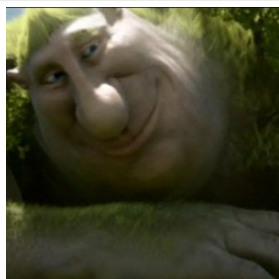
Software: Zbrush, Maya, Uv-layout.



Sky - Flying monsters 2010

Modelling of Anchiornis (first bird). Sculpting from basemesh, additional retopo and texturing of Dimorphodon (no shots available yet).

Software: Zbrush, Maya, Uv-layout, Photoshop, Mari.



RWE Giant 2009

Concept modelling, modelling (also used references from concept artists), texturing, lookdev and grass grooming. Trees, rocks and nails made by other artists. Topology made by rigging artist.

Software: Maya, Photoshop, Zbrush, Renderman studio



Polar bröd (Polar bread) 2009

Resculpting from a cheetah, grooming, texturing, lookdev and lighting.

Software: Maya, Uv-layout, Photoshop, Zbrush, Renderman studio.



Bixit 2009

On set supervisor, resculpting from sheep to old humanized deer, grooming, texturing and lookdev for the fur and lighting. Antlers and eyes made by other artists.

Software: Maya, Photoshop, Uv layout, Zbrush, Renderman studio.



Yellow strom 2009

Modelling and texturing

Software: Maya, Photoshop, Uv-layout.