

DEMOREEL 2015 BREAKDOWN



GLOBOSOME

2013, SHORT FILM

MY WORK: DESIGN, STORY, MODELLING, SURFACING, LIGHTING, EFFECTS

TOOLS USED: 3DSMAX, VRAY, PHOENIX, GROWFX, NUKE



FALLEN

2007, SHORT FILM

MY WORK: STORY, SURFACING, LIGHTING, EFFECTS

TOOLS USED: 3DSMAX, VRAY, AFTERBURN, FUSION



FAST & FURIOUS TITLE SEQUENCE

2009, DONE AT PROLOGUE FILMS LOS ANGELES

MY WORK: MODELLING, SURFACING, LIGHTING, EFFECTS

TOOLS USED: 3DSMAX, VRAY, AFTER EFFECTS



GLOBOSOME GAME

2014, IOS GAME DONE AT NAVAL GAMES

MY WORK: REALTIME GRAPHICS, DESIGN, SURFACING, LIGHTING, EFFECTS

TOOLS USED: 3DSMAX, UNITY GAME ENGINE



DER TORERO

2005, SHORT FILM

MY WORK: DESIGN, STORY, MODELLING, SURFACING, LIGHTING, EFFECTS

TOOLS USED: 3DSMAX, VRAY, AFTERBURN, AFTER EFFECTS