

01

Filmakademie Baden-Wuerttemberg

3rd Year Project Trailer for the International Trickfilm Festival Stuttgart

Co-Director, Environment Mattepainting, everything non-Character related, Modeling, Texturing, Shading, Lighting, Rendering, Compositing, Design, stereo3D

3ds Max, Maya, Vray, Nuke, After Effects

02

Filmakademie Baden-Wuerttemberg

Thesis Project "Schwammerlbert" of Pia Auteried

I was Lead Lighting & Shading Artist

LookDev, Lighting, rendering, Pipeline, stereo3D

Maya, Vray, Nuke

03

PIXOMONDO Los Angeles

Porcelain Dream Nanchang + Preshow (6K, 48 fps)

CG Artist

Scene Assembly, Lighting, Shading, Rendering

Modeling, Shading, Texturing of Popcorn and Camera Asset

LookDev, Lighting and Rendering of the Beginning and Endshot of the Ride (Porcelain World)

04

ARRI Vfx Munich - Car Fair Commercial

Freelance Lighting Shading Artist

Look Dev, Car Paint Shader, Shot Lighting, Shading, Rendering

3ds Max, Vray, Nuke

05

ARRI Vfx Munich - Car Fair Commercial

Freelance Lighting Shading Artist

Tunnel Environment, Shot Lighting, Shading, Rendering

3ds Max, Vray, Nuke

06

PIXOMONDO Berlin

Star Trek - Into Darkness, JJ Abrams

Freelance Lighting Shading Artist

Shading JumpShip Asset, LookDev Engine Inlet,

Modeling, Texturing, Shading of the Fire Extinguisher Asset

Shot Lighting of the JumpShip Profile Shots

Animation of the Fire Extinguisher Shot

3ds Max, Vray, Nuke

07

Filmakademie Baden-Wuerttemberg

Final Year Thesis, Amour Fou (48fps, stereo3d)

Writer, Director, responsible for all aspects, leading the Team,

Modeling, Texturing, Shading, Lighting, Rendering, Compositing, stereo3D, MotionCapture, RnD, Pipeline

stereo3D HFR Ride Film

3ds Max, Maya, Vray, zBrush, Mari, Mudbox, MotionBuilder, Motive, Hiero, CraftTools