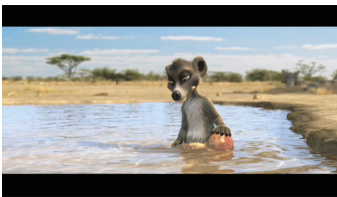




Sherlock Holmes: A Game of Shadows. Shading, lighting and rendering of various cg elements and effects to match the plate. Lookdev, shading, lighting and rendering of full cg shots to match real footage. Troubleshooting and bugfixing of new pipeline and shaders. Software: Maya, Renderman, Nuke, Rsl, RV



Animals United. Light and look development. Complete shot realisation from assembly, through lighting, layering, rendering, bug fixing and pre compositing for over 300 shots. Created various effects including dust and all ocean surfaces. Developed and programmed fur shader for Renderman and Mental Ray used on all characters. Optimizing of rendering pipeline, wrote pipeline tools, automated workflows, created light rigs used by other lighters. Trained and supervised other lighters.

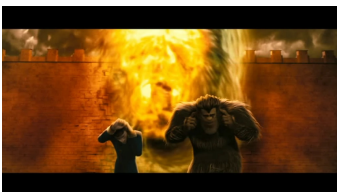


Software: Maya, Nuke, Renderman Studio, Mental Ray, Python, C++, Rsl, RV



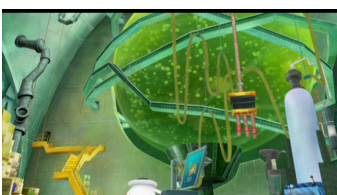
Impy's Wonderland. Light and look developed together with the art director. Complete shot realisation on all shown shots from scene assembly, through lighting, layering, rendering and bug fixing up to precompositing.

Software: Maya, Mental Ray, After Effects



Lissi and the Wild Emperor. Responsible for scene assembly, layering and rendering of sets and backgrounds. Lighting for sets on some shots. Developed render passes setup for Devil.

Software: Maya, Mental Ray



Jasper - Journey to the End of the World. Complete shot realisation on all shown shots from scene assembly, through lighting, layering, rendering and bug fixing up to precompositing.

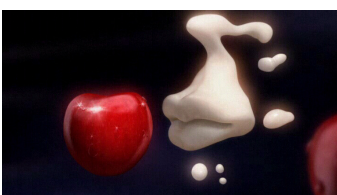
Created snow effects and tank effects setup, with UI and preset system used by multiple artists on various shots.

Software: Maya, Mental Ray, Combustion



Obstgarten Ads. Modelled, textured, shaded and rigged the character. Lighting and rendering on all shots. Matchmoving on some.

Software: Maya, Mental Ray, Boujou, Photoshop



Mueller Ad. Texturing, shading, lighting and rendering on all shots. Created water droplet effects. Did part of the compositing.

Software: Maya, Mental Ray, Fusion, Photoshop



Erika Klose. Short film for children's television. I created everything except set models, which were provided by client.

Software: Maya, Mental Ray, Fusion, Photoshop