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Showreel Breakdown

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SHOT 01 TV COMMERCIAL: Barclays Capital

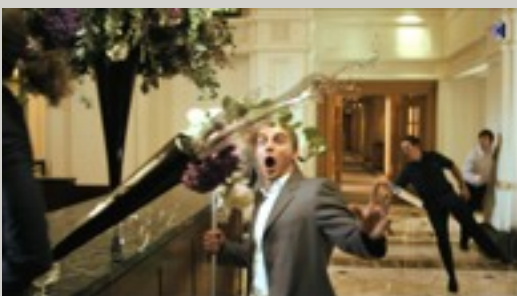
Character TD, Character Artist, Supervisor on Real Set, Assistant Post Production. Character and Environment Modeller, Texture Artist, Lighter.

Client: CHEERFUL SCOUT LONDON



SHOT 02 Realistic High Poly Model of Old age Human Head

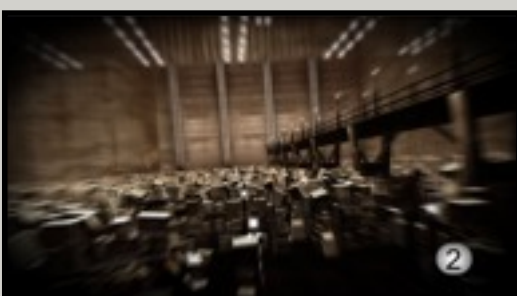
Concept design - modelling 3d (Zbrush, Maya, Modo) - texturing (Zbrush, Adobe Photoshop) lighting shading (Modo) - compositing (Shake - After Effects)



SHOT 03 TV COMMERCIAL: Barclays Capital

Character TD, Character Artist, Supervisor on Real Set, Assistant Post Production. Character and Environment Modeller, Texture Artist, Lighter.

Client: CHEERFUL SCOUT LONDON



SHOT 04 TV COMMERCIAL: Warehouse 13 TV Series

Concept design - modelling 3d - texturing
lighting shading - animation - compositing

Client: MEDIASET STEEL - NBC UNIVERSAL GLOBAL NETWORK



SHOT 05 TV COMMERCIAL: Terminator Sarah Connors Chronicles Series

Concept design - modelling 3d - texturing
lighting shading -FX animation - Tracking and compositing
Client: SCIFI CHANNEL - NBC UNIVERSAL GLOBAL NETWORK



SHOT 06 TV COMMERCIAL: Barclays Capital

Character TD, Character Artist, Supervisor on Real Set, Assistant Post Production. Character and Environment Modeller, Texture Artist, Lighter.

Client: CHEERFUL SCOUT LONDON



SHOT 07 Realistic High Poly Model of U.S. Marine

Concept design - modelling 3d (Zbrush, Maya, Modo)-
texturing (Zbrush, Adobe Photoshop) lighting shading
(Modo) - compositing (Shake - After Effects)



SHOT 08 Realistic High Poly Model of Character

Concept design - modelling 3d (Zbrush, Maya, Modo)-



SHOT 09 TV COMMERCIAL: 1th Aprile

Concept design - modelling 3d - texturing
lighting shading -FX animation - compositing
Client: MEDIASET STEEL - NBC UNIVERSAL GLOBAL NETWORK



SHOT 10 TV COMMERCIAL: Barclays Capital

Character TD, Character Artist, Supervisor on Real Set, Assistant Post Production. Character and Environment Modeller, Texture Artist, Lighter.

Client: CHEERFUL SCOUT LONDON



SHOT 11 TV COMMERCIAL: 1th Aprile

Concept design - modelling 3d - texturing
lighting shading -FX animation - compositing

Client: MEDIASET STEEL - NBC UNIVERSAL GLOBAL NETWORK



SHOT 12 TV COMMERCIAL: Barclays Capital

Character TD, Character Artist, Supervisor on Real Set, Assistant Post Production. Character and Environment Modeller, Texture Artist, Lighter.

Client: CHEERFUL SCOUT LONDON



SHOT 13 Realist High Poly Model of Character with Environment

Concept design - modelling 3d (Zbrush, Maya, Modo)-



SHOT 14 TV COMMERCIAL: Barclays Capital

Character TD, Character Artist, Supervisor on Real Set, Assistant Post Production. Character and Environment Modeller, Texture Artist, Lighter.

Client: CHEERFUL SCOUT LONDON



SHOT 15 TV COMMERCIAL: 1th Aprile

Concept design - modelling 3d - texturing
lighting shading -FX animation - compositing
Client: MEDIASET STEEL - NBC UNIVERSAL GLOBAL NETWORK



SHOT 16 TV COMMERCIAL: Anti-Drug Advertising

Modelling 3d FX animation - Tracking and compositing

Client: CARTOONS ON THE BAY - MATITANIMATA ANIMATION FACTORY



SHOT 17 TV COMMERCIAL: Rai Xmas Promo

modelling 3d -FX animation - compositing

Client: Rai Sat YOYO - MATITANIMATA ANIMATION FACTORY



SHOT 18 TV COMMERCIAL: Halloween Special

Concept design - modelling enviroment 3d - texturing
lighting shading -animation - compositing

Client: SCIFI CHANNEL - NBC UNIVERSAL GLOBAL NETWORK



SHOT 19 Cartoon High Poly Model of 2 Character

Concept design - modelling 3d (Zbrush, Maya, Modo) -
Rigging (maya Setup machine 2 and face machine)
texturing (Zbrush, Adobe Photoshop) lighting shading (Modo) -
compositing (Shake - After Effects)

