

Shot breakdown „Showreel 2010“ by Andreas Tandy Nehls

Avatar directed by James Cameron, visual effects by Weta Digital, copyright Twentieth Century Fox



look development and modeling of the floating mountains environment
 props modeling on characters, cummerbund and wristguard
 generic navi character modeling
 software used: maya, mudbox, zbrush

(T)raumschiff surprise directed by Bully Herbig, visual effects by CA Scanline, copyright HerbX and Constantin Film



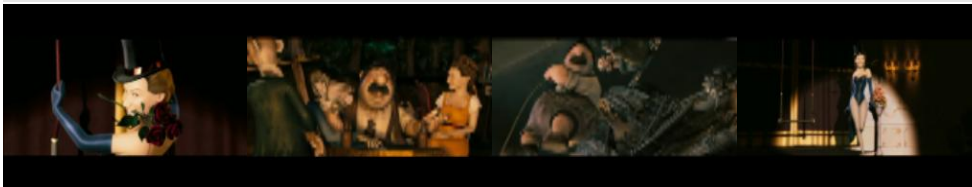
modeling lead and supervision
 look development and modeling of taxi, star destroyer, space station, canyon, red fighter, etc.
 software used: maya, 3d studio max

HuiBuh directed by Sebastian Niemann, visual effects by CA Scanline, copyright Constantin Film



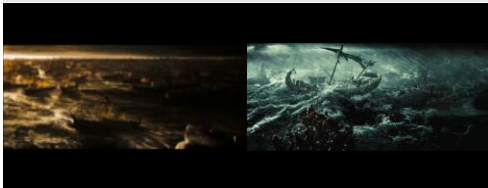
look development and modeling of castle neuzahnstein
 software used: maya, 3d studio max

Lissi und der wilde Kaiser directed by Michael Herbig, visual effects by CA Scanline, copyright HerbX and Constantin Film



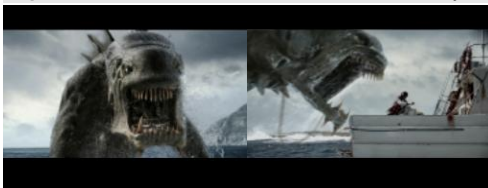
modeling supervision (department size 20 people)
 look development and modeling of main character as well as several environments and other characters
 software used: maya, mudbox, zbrush

300 directed by Zack Snyder, visual effects by CA Scanline, copyright Warner Bros. Pictures



look development and modeling of triremes in damaged and normal condition
 software used: maya

Jupiler commercial visual effects by CA Scanline, copyright piedboeuf



look development and modeling of monster
 modeling of blendshapes
 software used: maya, mudbox

The four Horsemen of the Apocalypse personal Project, work in progress



concept, look development, modeling, etc.
 software used: maya, mudbox, zbrush, modo, 3dcoat