




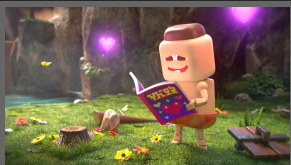

BREAKDOWN

OF

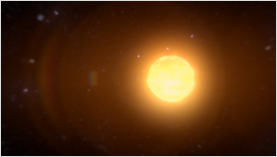


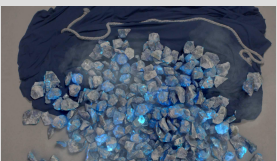

3D-REEL

BY






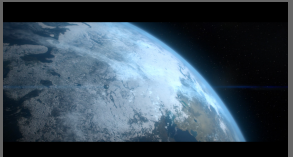
ROBERT MASULA

	PROJECT	PRODUCTION STUDIO / POSITION	TASK	SOFTWARE	
 <p>00:09</p>	<p>Iron Sky - The Coming Race</p>	<p>Moviebrats Studios GmbH Senior 3D and Compositing Artist</p>	<p>Modeling of towers and lianas, Texturing/Shading triceratops and lianas, Rigging face- harness of triceratops and attaching it to alembic caches, Lighting scenes, Compositing, Keying</p>	<p>Maya Vray Photoshop Nuke</p>	 <p>00:17</p>
 <p>00:21</p>	<p>Gunbit</p>	<p>Moviebrats Studios GmbH 3D Supervisor Senior 3D and Compositing Artist</p>	<p>Set Development Terrain/Vegetation/Water Modeling/Simulation Texturing/Shading Lighting/Rendering/Coding Keying/Roto/Tracking Compositing</p>	<p>Maya Mel Vray Photoshop Nuke</p>	 <p>00:33</p>
 <p>00:37</p>	<p>Fanta Dark Orange</p>	<p>Moviebrats Studios GmbH Senior 3D and Compositing Artist</p>	<p>Creating Bottles, Water Drops and Terrain (Modeling, Texturing/Shading, Lighting/Rendering) Look Development, Compositing</p>	<p>Maya Vray Photoshop Nuke</p>	



	PROJECT	PRODUCTION STUDIO / POSITION	TASK	SOFTWARE	
 <p>00:43</p>	Neutronenstern	Moviebrats Studios GmbH Senior 3D and Compositing Artist	Modeling Animation Texturing/Shading Particle Effects Compositing Keying/Roto	Maya Vray Photoshop Nuke	
 <p>00:48</p>	LCS Cable Cranes	Moviebrats Studios GmbH Senior 3D and Compositing Artist	Creating Terrain (Modeling Texturing/Shading Rigging/Animation Lighting/Rendering) Look Development Compositing	Maya Vray Houdini Photoshop Nuke	 <p>00:53</p>
 <p>00:57</p>	Das Märchen von den zwölf Monaten	Moviebrats Studios GmbH Senior 3D and Compositing Artist	Compositing of all shots, Adding snow + frost to the shots, Removing rope of the deer, Destroying the frosty lord (Modeling, Simulation, Texturing, Shading, Lighting, Rendering)	Maya Houdini Vray Nuke	 <p>00:58</p>






	PROJECT	PRODUCTION STUDIO / POSITION	TASK	SOFTWARE	
 <p>01:01</p>	Iron Sky - The Coming Race	Moviebrats Studios GmbH Senior 3D and Compositing Artist	Set Extension Modeling Texturing/Shading Lighting/Rendering Keying/Roto/Tracking Compositing/Matte Painting/ Retouching	Maya Vray Photoshop Nuke	 <p>01:12</p>
 <p>01:14</p>	BG Bau	Moviebrats Studios GmbH Senior 3D and Compositing Artist	Modeling Rigging/Animation Texturing/Shading Lighting/Rendering Compositing	Maya Vray Photoshop Nuke	 <p>01:19</p>
 <p>01:21</p>	Simulation	Moviebrats Studios GmbH Senior 3D and Compositing Artist	Revision of several shots with emphasized 3d assets (Texturing/Shading Lighting/Rendering) Look Development Compositing	Maya Vray Photoshop Nuke	 <p>01:29</p>



ROBERT MASULA - SENIOR 3D AND COMPOSITING ARTIST

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	PROJECT	PRODUCTION STUDIO / POSITION	TASK	SOFTWARE	
 <p>01:32</p>	Iron Sky - The Coming Race	Moviebrats Studios GmbH Senior 3D Artist	Modeling of towers and lianas, Texturing/Shading lianas, Scene Assembly Rendering	Maya Vray	
 <p>01:31</p>	Gunbit	Moviebrats Studios GmbH 3D Supervisor Senior 3D and Compositing Artist	Set Development Terrain/Vegetation/Water Modeling/Simulation Texturing/Shading Lighting/Rendering/Coding Keying/Roto/Tracking Compositing	Maya Vray Photoshop Nuke	 <p>02:01</p>

