

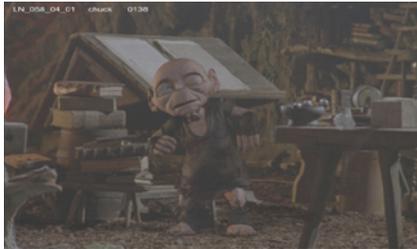
# VFX SHOWREEL

## STEFAN BRAUN

### Shot breakdown

#### 05 - "Loch Ness" feature Film by Rat Pack / Trixter Film

Maya 7.0 | Mental Ray | Smedge Render Manager | various tools



A 3D character was lit to match a filmed plate. Final scenes were rendered in layers to allow seamless compositing. Did about 30 shots.

#### 09 - "Larae Character" self promotional project

Maya 8.5 | Mental Ray | Zbrush 3 | Photoshop | Fusion 5



Realistic human base model with an impressive overlay of armor. Project done from design phase to rendering in layers for the turntables. Compositing conducted in Fu5 - rotoscoping, colors, et cetera.

#### 10 - "Cellphone" self promotional project

Maya 7.0 | Mental Ray | Photoshop | Fusion 5



A mobile phone was modeled, shaded, animated, and rendered in layers. Some standard compositing was done in Fu5.

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## STEFAN BRAUN

### Shot breakdown

#### 12 - "Easy Credit" commercial Trixter Film

Maya 8.5 | Pixar RenderMan Studio / RenderMan ProServer



A 3D character was lit to match a filmed plate. Final scene was rendered in layers to allow seamless compositing.

#### 16 - "Gaudeamus" self promotional project

3dsMax 8.0 | Vray 1.5 RC3 | Photoshop | After Effects | Fusion 5



A pocket watch was modeled in great detail - every internal piece of an actual pocket watch is in the model. Shading and rendering with Vray. Compositing with Fusion and After Effects.

#### n/a - "Lilly the witch" feature Film by blue eyes Fiction / Trixter Film

Maya 8.5 | Pixar RenderMan Studio / RenderMan ProServer | various tools

work in progress. Slated to hit the cinemas in 2009, so stay tuned for an update.