



# SHOT BREAKDOWN

(you can find the showreel at [www.cg-cb.de](http://www.cg-cb.de))

**CC\*CB**  
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[www.cg-cb.de](http://www.cg-cb.de)

## **"INSOMNIA" (Diploma film, 2014, Filmakademie Baden-Württemberg)**

Conception, Preproduction, Direction

Designing, modelling, texturing of all assets in the shots  
(Exceptions: Globe in Background, Maps in bin)

Creating Aging Effects  
Spiderwebs-Rig in Softimage ICE (rendered in Maya)

Shading [VRay]  
Lighting (mainly HDRI) in VRay

Final Compositing in Nuke

### **SOFTWARE**

Maya  
VRay  
Softimage (ICE)  
Nuke

## **"LICHTJAHRE" (2011, Filmakademie Baden-Württemberg)**

Modelling, Texturing, Lighting of background set-extension

Compositing in Nuke

### **SOFTWARE**

Maya  
VRay  
Nuke





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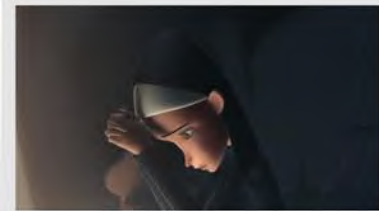


## "DEEP DANCE" (2014, Filmakademie Baden-Württemberg)

PreViz, Lookdevelopment of Character

### SOFTWARE

Softimage  
Arnold



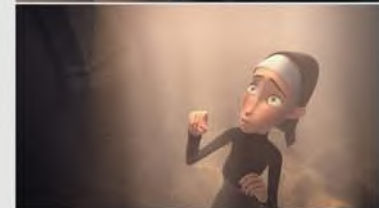
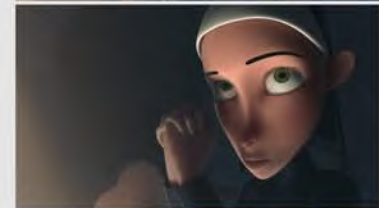
## "DIE IM DUNKELN" (2011, Filmakademie Baden-Württemberg)

Shading, Texturing, Lighting of the Character  
Shading, Texturing, Lighting of the Environment

Additional Compositing in Nuke

### SOFTWARE

Maya  
VRay  
Nuke

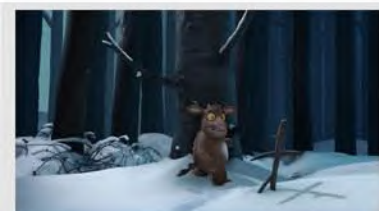
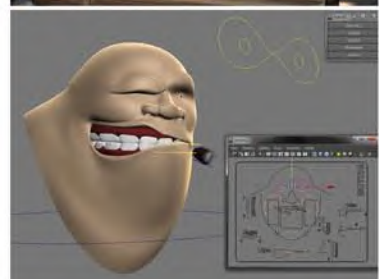


## "THE BUTCHER" (2010, Filmakademie Baden-Württemberg)

Lighting, Shading, Modelling  
Rigging the Body of Character  
Rigging the Face of Character

### SOFTWARE

Maya  
Mental Ray



## "GRUFFALO' S CHILD" (2011, Studio Soi)

Footstep-Effects for snow (Softimage ICE)

### SOFTWARE

Softimage