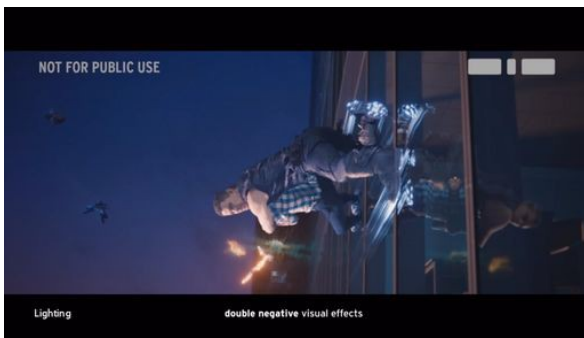


1



Jupiter Ascending

Lighting (Renderman)

CG Environment (Exterior and Interior)

2



Avengers – Age of Ultron

Lighting (Houdini, Clarisse)

Destruction Particles Lighting, Digi Doubles

3



Avengers – Age of Ultron

Lighting (Clarisse)

Ultron, Props

4

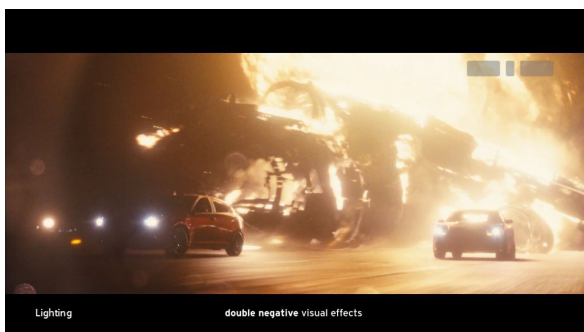


Fast and Furious 6

Lighting (Renderman)

CG Antonov, CG Cars, Digi Doubles
Helped to establish the look for the sequence in close collaboration with the Leads, FX and Compositing, Interactive Lighting

5

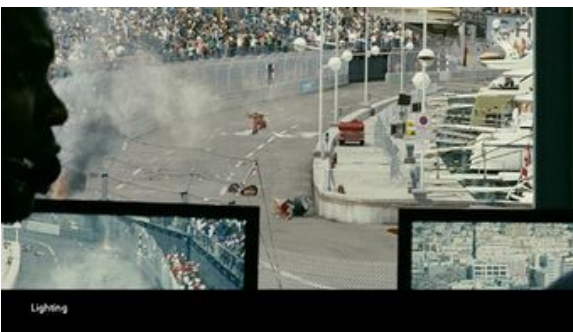


Fast and Furious 6

Lighting (Renderman)

CG Antonov, CG Cars, Digi Doubles
Helped to establish the look for the sequence in close collaboration with the Leads, FX and Compositing, Interactive Lighting

6

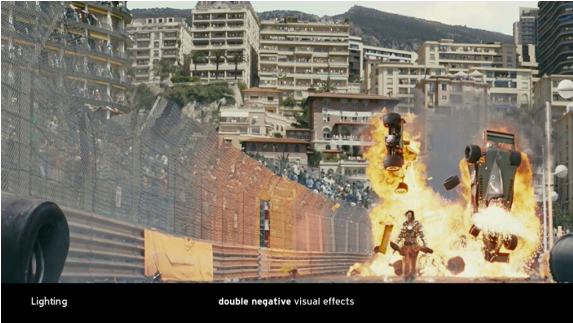


Iron Man 2

Lighting (Renderman)

CG Environments, crowds, whiplash whips

7



Iron Man 2

Lighting (Renderman)

CG Environments, crowds, whiplash whips

8



Total Recall

Lighting (Renderman)

CG Chinafall Vehicle and Tower

9



Avengers – Age of Ultron

Lighting (Clarisse)

Digi Doubles / Face Replacement

10



Skyfall

Lighting (Renderman)

Digi Doubles / Face Replacement

11



Skyfall

Layout and Lighting (Renderman)

CG Train

12



Skyfall

Lighting (Renderman)

Digi Double

13



Skyfall

Lighting, Look Development (Renderman)

Digi Double, CG Bridge Look Development and Lighting

14

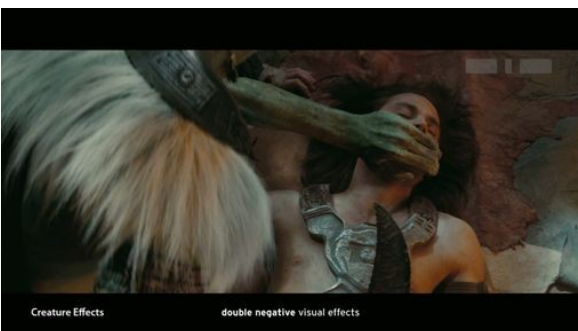


John Carter

Lighting (Renderman)

Character Lighting, Crowds

15



John Carter

Creature Effects (Renderman)

Developed render-based Setup for animated tendons, Animated Jiggle-, Muscles-, Tendons- and Wrinkles etc.

16



Scott Pilgrim vs The World

Effects (Houdini), Lighting (Renderman)

Secondary Snow from the CG Snow Dragons, Environment Particles in Maya, FX Lighting

17



Diploma Project

Texturing, Look Development, Lighting, Cloth Effects (nCloth, Mental Ray)

CG Mustang

18



The Brothers Grimsby

Look Development, Lighting (Clarisse)

Rocketinterior Environment, Animated LEDs

19



Paddington

Look Development (Renderman)

Marmelade, Baguette

20



Stephen's Clock

Look Development, Lighting (Renderman)

Weathering Effect with animated Displacement-Textures