

Digital Ray Productions 2010 Showreel breakdown

- 00:01 Animation, lighting and surfaces
Lightwave 3D, Photoshop and After Effects

Client: 3
Agency: Easy Film
- 00:05 Lighting, surfaces and compositing
Softimage, Photoshop, Nuke

Client: inhouse
- 00:07 Animation, modelling, lighting, surfaces, bg plate preparation and compositing
Lightwave 3D, Photoshop and After Effects

Client: Killroy Travels
Agency: Easy Film
- 00:08 Animation, lighting and surfaces
Lightwave 3D and Photoshop

Client: Jabra
Agency: Zupa
- 00:12 Animation, modelling, lighting, surfaces and compositing
Lightwave 3D, Photoshop and Vegas

Client: GN Netcom
Agency: Zupa
- 00:16 Motion graphics
Premiere and After Effects

Client: Kanal København
Agency: MediaHuset
- 00:23 Animation, lighting and surfaces
Lightwave 3D, Photoshop and Premiere

Client: Universal Music
Agency: Virtual Effects and Fantasies
- 00:28 Charactor/facial animation, animation, rigging, modelling, lighting and art direction
Lightwave 3D and Photoshop

Client: Universal Music
Agency: Virtual Effects and Fantasies
- 00:46 Animation, modelling, surfaces, camera tracking and compositing
Softimage, PF Track and Nuke

Client: Gratis Danmark
Agency: Bastard Film

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- 01:08 Charactoranimation, animation, modelling (rigid body), lighting, compositing and RnD
Lightwave 3D, Photoshop and After Effects
- Client: Toyota
Agency: Easy Film
- 01:29 Animation, rigging, modelling (primarily high resolution rigid body), lighting, surfaces, scene setups and
RnD
Lightwave 3D, 3DS Max (very little) and Photoshop
- Client: Zero Point software
Agency: Zero Point software
- 02:12 Display replacements
PF Track, Photoshop and Nuke
- Client: Gratis Danmark
Agency: Bastard Film
- 02:15 Animation, lighting, modelling and surfaces
Lightwave 3D and Photoshop
- Client: Kanal København
Agency: MediaHuset

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