

Digital Ray Productions v/ Zafar Iqbal 2010 Showreel breakdown

Gratis Danmark / Bastard Film

Worked involved:

- Modelling, animation, lighting and rendering of 3d paperplane
- Screen replacements on a number of displays
- 2d and 3d (camera) tracking
- Grade match of CG to live footage
- Alpha map generation of post processed CG for speedy implementation by the editor

Software used:

- Softimage
- Nuke
- PF Track
- Photoshop

Client: Gratis Danmark

Agency: Bastard Film

Zero Point Software

Work involved:

- Normal map RnD and workflow implementation
- Rigging of all characters
- Facial animation
- RnD and workflow implementation related to character animation data-exchange between 3DS Max and Lightwave 3D

- Shot 1: Space station
- Modelling and texturing of the space busses
- Modelling and texturing of planet Earth
- Animation

- Shot 2: Planet Earth
- Everything

- Shot 3: Planet Mars
- Everything

- Shot 4: Mars orbit
- Everything

- Shot 5-6: Storage bay
- Modelling of robot
- Modelling of sub-machinegun
- Robot animation
- Rigging of robot
- Rigging of arms

- Shot 7: Moon approach
- Everything

- Shot 8: Moonbase approach
- Animation

- Shot 9: Moonbase landing
- All animation except the guards

Software used:

modo
Lightwave 3D
Bodypaint
Photoshop

Client: Zero Point Software
Agency: Zero Point Software

Jabra / Zupa

Work involved:

Everything except modelling of the headsets, which were prepped from a STL file.

Software used:

Lightwave 3D
modo
Photoshop

Client: Jabra
Agency: Zupa

XRR / inhouse

Work involved:

Everything except modelling of the car and shooting of the background plate
Car was converted from a game and prepped for rendering
Car livery (custom made texture)

Software used:

Softimage
modo
Photoshop
Nuke

Client: inhouse project
Agency: inhouse project

Kanal København / MedieHuset

Work involved:

Everything except modelling any of the vehicles

Software used:

Lightwave 3D
modo
Vegas

Client: Kanal København
Agency: MedieHuset