

Demo Reel Carlos Cursorso 2012 Shots List

carlos cursaro 3d artist – schulze delitzsch strasse 5 – 50968 – Köln – T.: 0049 (0)221 310 1515 - carloscursaro@yahoo.de



00:00:05

Projekt: "La apertura de la nuez" Kurzfilm

Work: modeling, shader, lighting, rendering, compositing

Software: 3dMax, V-ray, Zbrush, Nuke, Photoshop



00:00:11

Projekt: "Ozean" Dokumentarfilm

Work: modeling, shader, lighting, animation, animatics, camera tracking, concept

Software: 3dMax, V-ray, Zbrush, Syntheyes, Photoshop



00:00:25

Projekt: "Snow at the Sea"

Work: modeling, shader, lighting, mattepainting, rendering, compositing

Software: Nuke, 3dMax, Scanline, Zbrush, Photoshop



00:00:35

Projekt: "Deutsche Ikonen" Dokumentarfilm

Work: camera tracking, particle simulation, shader, lighting, rendering, compositing

Software: Fusion, 3dMax, Pflow, V-ray, Zbrush, Syntheyes



00:00:44

Projekt: "French Castle"

Work: simulation, modeling, shader, lighting, mattepainting, rendering, compositing

Software: FumeFX, Pflow, 3dMax, V-ray, Nuke, Photoshop

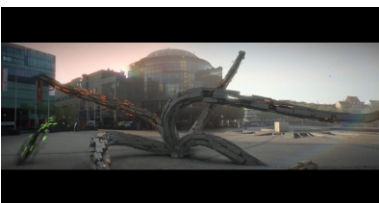


00:00:51

Projekt: "Severinsbrücke 2018"

Work: modeling, animation, shader, lighting, mattepainting, rendering, compositing

Software: 3dMax, V-ray, Mari, Zbrush, Nuke, Photoshop



00:00:59

Projekt: "Mediapark Incident"

Work: simulation, shader, lighting, rendering, compositing

Software: 3dMax, V-ray, Pflow, Nuke, PhotoshopShot



00:01:06

Projekt: "Dino Gatherers"

Work: modeling, rigging, animation, shader, lighting, mattepainting, rendering, compositing

Soft: Mari, 3dMax, V-ray, Zbrush, Nuke, Photoshop

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00:01:19

Projekt: "Hunting Hitler's Generals" Dokumentarfilm

Work: shader, lighting, rendering, compositing

Software: 3dMax, V-ray, Nuke, Photoshop



00:01:23

Projekt: "Comic Dragon" Event, World economic Fourm 2012

Work: shader, lighting, rendering, rigging, concept, compositing

Software: 3dMax, V-ray, Nuke, Photoshop



00:01:27

Projekt: "Tchibo Cafissimo" Werbespot

Work: shader, lighting, rendering, CAD data translation, animation

Software: 3dMax, V-ray, Photoshop



00:01:38

Projekt: "Zeiss" Imagefilm

Work: shader, lighting, rendering, CAD datatranslation, animation

Software: 3dMax, Mental Ray



00:01:45

Projekt: "Telekom, the great experience" ImageFilm

Work: shader, lighting, animation, camara tracking, rendering, concept

Software: Syntheyes, 3dMax, V-ray, Aftereffects

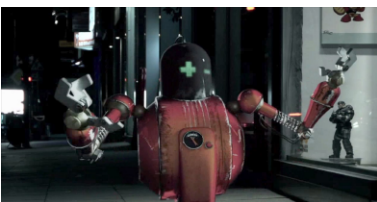


00:02:00

Projekt: "Enviroments" Car & Red House

Work: concept, modeling, shader, lighting, rendering, mattepainting, compositing

Software: 3dMax, V-ray, Zbrush, Nuke, Photoshop



00:02:03

Projekt: "Gamefreax" Kinowerbespot

Work: character design, modeling, rigging, animation, shader, lighting, camara tracking, rendering

Software: 3dMax, V-ray, Syntheyes, Photoshop



00:02:13

Projekt: "Tamara von Toshiba" Aplication on-line

Work: animation, cloth design & modeling

Software: Maya