

SHOWREEL SPRING 2011 BREAKDOWN

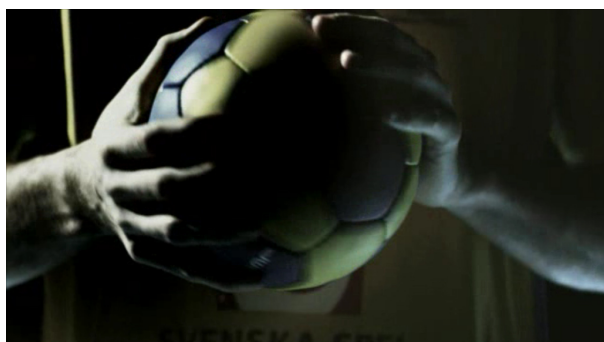
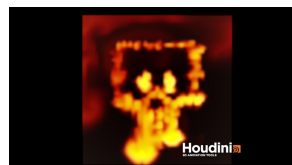
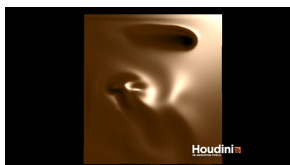
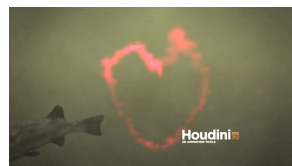
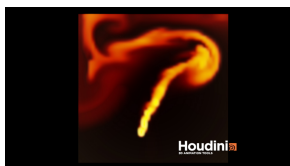
1. 2D Fluid Solver for Houdini (11)

Based on the incompressible Navier-Stokes fluid equations.
Created with Marcus Flaaten for the subject 'Modeling Project' at Linköping University.

My involvement: Implementation of the physics in C++, implementation of the fluid solver to Houdini with HDK and to create animation in Houdini from our solver.

Software: Houdini, After Effects

Scripting: C++, HDK

**2.1. Thule – Company TVC (10)**

My involvement: Animating, Compositing

Software: Photoshop, After Effects

Production House: Scandvision

2.2. Handball World Cup – TVC (10)

Remove a logo from the handball with tracking.

My involvement: Compositing

Software: After Effects

Production House: Scandvision

2.3. IKEA Family – In store TVC Europe (10)

My involvement: Animating, Compositing

Software: Photoshop, After Effects

Production House: Scandvision

2.4. Svenska Hem – TVC (11)

My involvement: Modeling, Texturing, Rendering, Animating, Compositing

Software: Illustrator, Photoshop, After Effects, Maya

Production House: Scandvision

2.4. Safari Sound – Promotion (11)

Logo animation for the sound system Safari Sound.

Software: Houdini, Maya, Illustrator, Photoshop, After Effects

3. The Northern Pike (10)

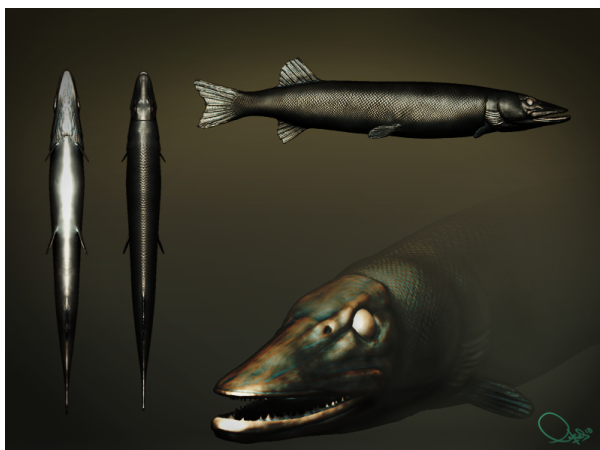
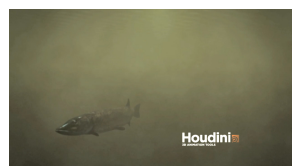
Personal project. Secondary animation.

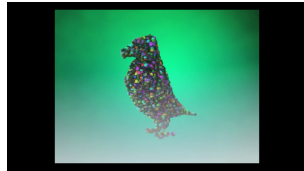
Software: Photoshop, Maya, Zbrush, After Effects

4. Green Sea Turtle – Atmospheric Perspective (10)

Assignment for the subject 'Advanced 3D' at RMIT University.

Software: Photoshop, Maya, Zbrush, After Effects



**5. Volume Turtle Fluids (10)**

Personal Project. Model fluid container.

Software: Houdini, After Effects

**6. Procedural Rendered Characters (10-11)**

Assignment for the subject 'SFX – Tricks of the Trade' at Linköping University.

Software: Houdini, Maya, Zbrush, After Effects

Scripting: Python

7. Bouncing Orange (10)

Assignment for the subject 'Visual Effects' at RMIT University.

Software: Maya, After Effects

Scripting: Python

**8. Gerry & Jaws (10)**

Assignment for the subject 'Animation Studio' at RMIT University.

Software: Maya, Zbrush, After Effects

9. Night Owl – Timelapse (11)

Personal Project. Quicksketching in Zbrush.

Software: Zbrush

Selected Artwork

