







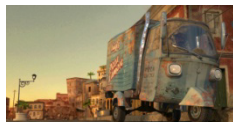
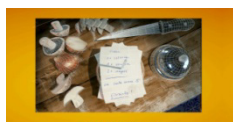


Shotlist

Showreel 2011 · Florian Werzinski · 3D Artist · Shading & Lighting Artist

Screenshot	Description
	<p>Diploma Thesis Motionride movie (FullHD, stereo 3D) Title: Luigi's Pizzaride 3D Artists: Florian Werzinski Software: 3ds max, vray, stereocam modifier, craft4wheeler, rayfire tool, After effects, stereoscopic player, fraunhofer easy dcp</p>
	<ul style="list-style-type: none"> - I took photos in Italy as references and textures
	<ul style="list-style-type: none"> - Modelling of the architecture elements : Image based modelling, Texture Baking from photographs
	<ul style="list-style-type: none"> - Modelling of vehicles & characters, UVs generated (Max) - Texturing of vehicles & characters (Photoshop), Shader created (Max)
	<ul style="list-style-type: none"> - Turntables, Lighting Tests, Stereo 3D Tests (stereo cam modifier) - Rigging of the characters (Biped), Rigging of the vehicles (craft4wheeler) - Animation of the vehicles (craft4wheeler) - Animatic
	<ul style="list-style-type: none"> - Creating a library of assets: Architecture, props, shaders - Creation of the environment - Setting up the stereo 3D cameras (stereo cam modifier) - Lighting/ Rendering (Vray: Gamma 1.0, 16bit half-float exr, passes) - Compositing: After Effects (Vector Motionblur, Z-Deth) -
	<p>With this project I gained a lot of experience in stereoscopic 3D, which camera setups are useful for which effect and how to place something in front of or behind the screen. Due to the fact that this is my Diploma Thesis I'm producing it exclusively on my own. My goal was to create a convincing look accepting the fact that I need to reproduce it for both eyes with a reasonable amount of rendering time. In this connection Vray was very useful, because I could generate separate irradiance maps with global illumination information and use it for rendering with both cameras. I rendered on an improvised rendering farm (organised by myself) with backburner on computers of my university (temporarily up to 230 processors) with my own Vray education license.</p>
	
	<p>For the stereoscopic sidebyside version please see: http://www.youtube.com/watch?v=odICA4Xx3Nw&hd=1</p> <p>you can download the movie in s3d sidebyside if you are logged in from: http://vimeo.com/27930252</p>
	<p>Making Of LUIGI's PIZZARIDE 3D http://www.youtube.com/watch?v=Md9cpbMfTYM&hd=1</p>

Screenshot	Description
	<p>Semester Project Commercial Title: Lada Niva Roscosmos Edition I-III Director: Florian Friedrich Dünzen (HFF) Artists: Florian Werzinski, Christoph Schmidt (GSO) Software: 3ds max, Vray, After effects</p> <p>I realized this project in the course of my guest studies at the university of Television and Film, Munich Commercial Department: I was responsible for consulting the director from the beginning, Previz, set supervision, over to 3D, Fx and compositing work of all three spots. I did this project together with my fellow student Christoph Schmidt in nearly 2 Months of Vfx-production work.</p> <p>Spot1: Roto, Environment Mattepainting, Modeling, Lighting, Shading Rocket Base, Lada, Fx, Compositing</p> <p>Spot3: Roto, Fx, Compositing, Mattepainting Trenner und Packshot</p> <p>Making Of "Lada Niva – Editin Roscosmos I-III"</p>
	
	
	
	
Screenshot	Practical Semester @ Scanline Vfx Munich
	<p>„Wicki und die starken Männer“ © Rat Pack / HerbX Film / Constantin Film 2009</p> <p>Imdb: junior modelling artist: ScanlineVFX, junior shading & texturing artist: ScanlineVFX</p>
	<p>Modeling and texturing parts of the ship (sail, ropes, props) Lighting and rendering of the shot with the horn Software: 3ds max, vray</p>
	<p>„Berlin'36“ © Gemini Film 2009</p> <p>Imdb: 3D Artist: ScanlineVFX</p> <p>Texturing of the scoreboard, UVs of the CG-Crowd Peole, Texture Baking of the CG-Crowd People, Shader optimisation of the crowd, Lighting & Rendering of numerous crowd shots in passes Making Of "Berlin'36"</p>
	
n.a.	<p>„2012“ Imdb: modeler: ScanlineVFX</p> <p>I made UVs for many Parts of the airplanes, corrections on the geometry of the airplanes, texture optimisations of the helicopters</p>
	<p>Semester Project, Musicvideo Mattepainting Software: Photoshop, 3ds max, after effects</p>
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