

LIGHTING & SHADING/COMPOSITION REEL BREAKDOWN:

-Shots 1-3: “El CiD, The Legend ”: 2d/3d animation Film. Bren Entertainment/Filmax. Animation. (Santiago de Compostela.Spain).

Lighting & Shading Supervisor

I worked as lighting & shading supervisor in the small CG team that created all CG shots and effects for this film. I worked on modelling sets, shading, lighting and composition, camera layout, scene setup of every one of these shots. Software: Softimage XSI and Autodesk Combustion

-Shots 4-19: “Sweesters Virtual Room ”: cg broadcast series (season 1, 2 + multiplatform content & interactive episodes). Eddadesign. (Barcelona.Spain).

Lead CG Artist

I worked on the lighting, rendering, effects and composition under the orders of my CG Director and supervising my small team. Software: Softimage XSI, Autodesk Combustion.

-Shot 20: “Casanova video clip ”: This video clip represented Andorra in preselection phase Eurovision 2008. Happy End Pictures S.L. (Barcelona.Spain).

CG Artist

I worked on the modelling, lighting and shading, camera layout, scene setup (render passes). Software: Softimage XSI

-Shot 21: “Alhambra:Palacio Comares ”:

CG Artist

I worked on the modeling, lighting & shading and composition. Software: Autodesk 3d Studio Max, V-Ray, Photoshop.

-Shot 22: “Cash a Fish ”: Video Game. Ludicus Contest S.L. (Barcelona. Spain)

Lead CG Artist

I worked on the modeling, lighting, rendering, effects and composition under the orders of my CG Director and supervising my team. Software: Autodesk 3d Studio Max, V-Ray, Photoshop, Autodesk Combustion.

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MODELLING REEL BREAKDOWN:

-Shots 1-10: “ Tauronia”: CG Animation Film Trailer. Eddadesign. (Barcelona.Spain).

I worked on the totally of Sets & Props modelling and UV mapping. Software: Softimage XSI

-Shot 11: “Old Sewing Machine”:

I worked on the Sets & Props modelling, UV mapping and textures creation.
Software: Softimage XSI, Adobe Photoshop, Autodesk Combustion.

-Shot 12: “Capità Rustoll Facial Expressions”:

I worked on the character modelling, UV mapping and textures creation. I paid special attention in correct edge-loop for a better facial animation work. Software: Softimage XSI, Adobe Photoshop, Autodesk Combustion.

-Shot 13: “Cesar: A Cartoon Character”: Video Game. Ludicus Contest S.L.
(Barcelona. Spain)

Lead CG Artist

I worked on the modeling, lighting, rendering, effects and composition under the orders of my CG Director. Software: Autodesk 3d Studio Max, V-Ray, Photoshop, Autodesk Combustion.

-Shot 14: “Sweetsters Virtual Room ”: cg broadcast series (season 1, 2 + multiplatform content & interactive episodes). Eddadesign. (Barcelona.Spain).

Lead CG Artist

I worked on the Teddy Pod character modeling, lighting, shaders creation, rendering, effects and composition under the orders of my CG Director. Software: Softimage XSI, Adobe Photoshop, Autodesk Combustion.

-Shot 15: “Mace Windu Toy ”:

I worked on the character modeling, lighting, shaders creation (TS Shaders), rendering, effects and composition . Software: Softimage XSI, Adobe Photoshop, Autodesk Combustion.

-Shot 16: “Picta ”:

3rd place of Cg-Node “I Sesión de Modelado – ROBOT” contest

I worked on the character modeling . Software: Softimage XSI.

-Shot 17: “Bucanieri: A Cartoon Character”: Video Game. Ludicus Contest S.L.
(Barcelona. Spain)

Lead CG Artist

I worked on the modeling, lighting, rendering, effects and composition under the orders of my CG Director. Software: Autodesk 3d Studio Max, V-Ray, Photoshop, Autodesk Combustion.

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