

# Patrick Probst - Showreel 2013 - Shot breakdown

## 0:03 - 0:10

Kaluoka'hina 2013 - Fulldome Animation Feature

### **Software:**

3ds max, VRay, Fusion

### **Tasks:**

Lighting, shading and rendering of entire shot. Animation of water surface, additional animation of whales in background. Additional compositing.

## 0:11 - 0:16

Kaluoka'hina 2013 - Fulldome Animation Feature

### **Software:**

3ds max, VRay, Fusion

### **Tasks:**

Lighting, shading and rendering of entire shot including displacement shaders for rocks. Animation of water surface, plankton particles floating in the scene, additional animation of schools of fish in background. Additional compositing.

## 0:17 - 0:19

Kaluoka'hina 2013 - Fulldome Animation Feature

### **Software:**

3ds max, VRay, Fusion

### **Tasks:**

Lighting, shading and rendering of entire shot except displacement of wooden planks. Animation of plankton particles floating in the scene. Additional compositing.

## 0:20 - 0:40

Kaluoka'hina 2013 - Fulldome Animation Feature

### **Software:**

3ds max, VRay, Fusion

### **Tasks:**

Lighting, shading and rendering of entire shot. Animation of plankton particles floating in the scene. Additional animation of crowds in background. Compositing of entire shot.

## 0:41 - 0:54

Kaluoka'hina 2013 - Fulldome Animation Feature

### **Software:**

3ds max, VRay, Fusion, Houdini

### **Tasks:**

Lighting, shading and rendering of entire shot. Animation of plankton particles floating in the scene. Animation of water surface in 3ds max. CrowdSim of schools of fish in houdini. Compositing of entire shot.

## 0:41 - 0:54

Future City - title sequence of student project

### **Software:**

3ds max, VRay, Nuke

### **Tasks:**

All aspects.

## 1:00 - 1:07

Spirit of Optimism - private project

### **Software:**

3ds max, VRay, Nuke, Photoshop

### **Tasks:**

Modeling of lighthouse, shed and terrain by Juan Carlos Silva. All other modeling, texturing, lighting and shading and compositing done by me.

## 1:08 - 1:14

Hotel Lobby - ArchViz project

### **Software:**

3ds max, VRay, Photoshop

### **Tasks:**

Modeling of room, chandelier and its mounting and floor lamps. Lighting, shading and rendering of entire shot. Additional compositing.

## 1:15 - 1:25

Kaluoka'hina 2013 - Fulldome Animation Feature

### **Software:**

3ds max, VRay, Fusion

### **Tasks:**

Modeling of rocks. Lighting, shading and rendering of entire shot. Animation of water surface and sea grass. Additional animation on shark. Additional compositing.

