

# Shot Breakdown Demo Reel Carlos Cursaro 2011

carlos cursaro 3d artist – sechtemerstr. 10 – 50968 – Köln – T.: 0049 (0)221 310 1515 - [carloscursaro@yahoo.de](mailto:carloscursaro@yahoo.de)



**00:00:05**

Projekt: "Ozean" Dokumentarfilm

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

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



**00:00:28**

Projekt: "Snow at the Sea"

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

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



**00:00:40**

Projekt: "Dino Gatherers"

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

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

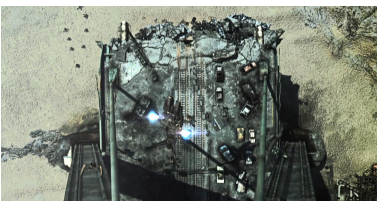


**00:00:52**

Projekt: "French Castle"

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

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

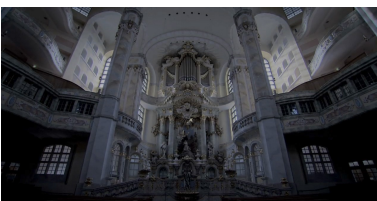


**00:00:59**

Projekt: "Severinsbrücke 2018"

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

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

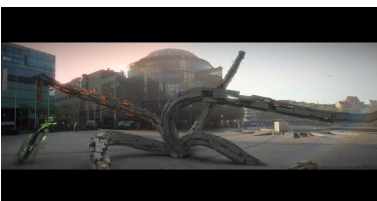


**00:01:08**

Projekt: "Deutsche Ikonen" Dokumentarfilm

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

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



**00:01:18**

Projekt: "Mediapark Incident"

Aufgabe: simulation, shader, lighting, rendering, compositing

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

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**00:01:31**

Projekt: "Tchibo Cafissimo" Werbespot

Aufgabe: shader, lighting, rendering, CAD data translation

Software: 3dMax, V-ray, Photoshop



**00:01:57**

Projekt: "Zeiss" Dokumentarfilm

Aufgabe: shader, lighting, rendering, CAD data translation

Software: 3dMax, Mental Ray

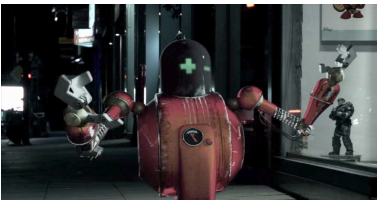


**00:02:04**

Projekt: "Telekom, the great experience" Werbespot

Aufgabe: shader, lighting, animation, camera tracking, rendering, concept

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



**00:02:18**

Projekt: "Gamefreax" Kino-Werbespot

Aufgabe: character design, modeling, rigging, animation, shader, lighting, camera tracking, rendering

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



**00:02:33**

Projekt: "Josie" iPhone application

Aufgabe: rigging, animation, lipsync, modeling

Software: 3dMax



**00:02:58**

Projekt: "The Red House"

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

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