

Shot Breakdown

Reel 2008

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City Shot - January 2008

shot of our upcoming student film „Furball“

Modelling in	Maya
Rendering with	Mental Ray
Compositing in	After Effects



Additional modelling by Paul Baaske,
textures by Johannes Figlhuber

Watertower Shot - April 2008

shot of our upcoming student film „Furball“

Modelling in	Maya
Rigid Bodies with	Nima (PhysX Plugin)
Water simulation with	Nextlimit Realflow
Particle with	Maya and Realflow
Rendered with	Mental Ray / Maya Hardware
Compositing in	After Effects



Additional modelling by Paul Baaske,
textures by Johannes Figlhuber

Ghost Shot - June 2007

3D and video footage project

Modelling in	Maya
Rendered with	Mental Ray
Compositing in	After Effects

