

**Breakdown – Denis Baudin  
Generalist Artist  
2013**

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00:00 - 00:03 **Introduction –**

00:03 - 00:09 **Stickleback Productions – FLED “ Planet ”**

- Contributions: VFX Supervising, Modelling, texturing, animation, lighting, shading, rendering, compositing, of the whole scene (2 Shots)
- Tools: Maya, Mental Ray, Mudbox, Photoshop, Nuke

00:09 - 00:13 **Escape Studios, Framestore– Aircraft Crash “Escape studios Airline”**

- Contributions: VFX Supervising, Tracking, modelling, texturing, animation, lighting, shading, rendering, compositing, of the whole scene (1 Shots)
- Tools: pfttrack, Maya, Mental Ray, Mudbox, Photoshop, Nuke

00:13 - 00:18 **Escape Studios, Framestore – Sextant**

- Contributions: VFX Supervising, modelling, texturing, animation, lighting, shading, rendering, compositing, of the whole scene (1 Shots)
- Tools: Maya, Mental Ray, Mudbox, Photoshop, Nuke

00:18 - 00:21 **Escape Studios, Framestore – “Lancôme perfume”**

- Contributions:
  - 1<sup>st</sup> part of the shot – Footage shot in studios – Mantaswolf studios.
  - 2<sup>nd</sup> part of the shot -VFX Supervising, modelling, texturing, animation, lighting, shading, rendering, compositing, of the whole scene (1 Shots)
- Tools: Maya, Mental Ray, Mudbox, Photoshop, Nuke

00:21 - 00:27 **Stickleback Productions – FLED “Chruch”**

- Contributions: VFX Supervising, modelling, texturing, animation, lighting, shading, rendering, (4 Shots)
- Tools: Maya, Mental Ray, Nuke

00:27 - 00:37 **Studios Anthem – The life of Chris and Bri (Assets and characters)**

- Contributions: Look development and modelling, texturing, animation Camera, lighting, shading, rendering assets and characters (Full Production Cycle)
- Tools: Maya, Mental Ray, Mudbox, Photoshop, Nuke

00:37 - 00:45 **Dragone Studios**– *Whuan 3D ( Show stereoscopic)*

- Contributions: Look development and Shot Lighting, Volumetric smoke effects, lighting destruction, compositing of the whole scene (Full Production Cycle)
- Tools: Maya, Mental ray, Photoshop, Nuke

00:45 - 00:48 **Ormaq Studios**– *Cells (Medical animation) ( Show stereoscopic)*

- Contributions: Look development and Shot Lighting, Volumetric smoke effects, lighting destruction of the whole scene (Full Production Cycle)
- Tools: Maya, Vray, Photoshop, Nuke

00:48 - 00:56 **Escape Studios, Framestore**– *Aircraft Crash “Escape studios Airline” ( Show stereoscopic)*

- Contributions: VFX Supervising, Tracking, modelling, texturing, animation, lighting, shading, rendering, compositing, of the whole scene (1 Shots)
- Tools: Maya, Mental Ray, Mudbox, Photoshop, Nuke

00:56 - 00:59 **Critical point games** – *Incursion “Skip” (Hard Surface)*

- Contributions: Look development and modelling, texturing, animation, lighting, shading, rendering for several assets of the game
- Tools: 3dsmax, Maya, Game Engine, Photoshop, crazy bump, Xnormal

00:59 - 01:06 **Codemasters.ltd** – *Shotgun (Hard Surface)*

- Contributions: Look development and modelling, texturing, animation, lighting, shading, rendering for several assets of the game
- Tools: 3dsmax, Maya, Game Engine, Photoshop, crazy bump, Xnormal

## **Shot Breakdown:**

### **01:06- 01:14 Codemasters.ltd – Shotgun (Hard Surface)**

- Contributions: Look development and modelling, texturing, animation, lighting, shading, rendering for several assets of the game
- Tools: 3dsmax, Maya, Game Engine, Photoshop, crazy bump, Xnormal

### **01:14 - 01:34 Escape Studios, Framestore – “Lancôme perfume”**

- Contributions:
  - 1<sup>st</sup> part of the shot – Footage shot in studios – Mantaswolf studios.
  - 2<sup>nd</sup> part of the shot -VFX Supervising, modelling, texturing, animation, lighting, shading, rendering, compositing, of the whole scene (1 Shots)
- Tools: Maya, Mental Ray, Mudbox, Photoshop, Nuke

### **01:34 - End Escape Studios, Framestore– Aircraft Crash “Escape studios Airline”**

- Contributions: VFX Supervising, Tracking, modelling, texturing, animation, lighting, shading, rendering, compositing, of the whole scene (1 Shots)
- Tools: Pftrack, Maya, Mental Ray, Mudbox, Photoshop, Nuke