



### Sony Ericsson

Most of the paper planes are CG. My tasks included:

- Modelling of cars, buildings etc. for shadows and reflections.
- Lighting of several shots to match live-action.
- Keyframe animating hero planes.
- Rendering in Mental Ray.



### Sjóvá

All CG. My tasks included:

- Modelling, mapping, texturing, shading & lighting everything.
- Simulating the letters and the valve with nCloth.
- Rendering with Mental Ray.
- Compositing in Fusion.



### Amagerbanken

All CG. My tasks included:

- Modelling, mapping, texturing, shading & rigging of butterfly.



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Most Post-It's are CG. My tasks included:

- Modelling, mapping, texturing & shading of Post-It's.
- Lighting to match live-action.
- Rendering with Mental Ray.
- Compositing with Fusion.



### Moderna

All CG. My tasks included:

- Animating cubes (via a custom MEL-script that I unfortunately can't take credit for :)).
- Lighting.
- Rendering in Mental Ray.
- Compositing in Fusion.



### Siminn

All CG. My tasks included:

- Modelling, mapping, texturing, shading & lighting different "action-elements" (like the falling car).
- Modelling, mapping, texturing, shading, rigging & animating remote control packshot.
- Rendering in Mental Ray.
- Compositing in Fusion.



### Nestlé

All CG. My tasks included:

- Fluid simulation in Realflow.



### uno form

All CG (except skyline). My tasks included:

- Modelling of props.
- Mapping, texturing, shading & lighting scene.
- Rendering in Vray.
- Compositing in Photoshop.



### JKE

All CG (except background). My tasks included:

- Modelling of props.
- Mapping, texturing, shading & lighting scene.
- Rendering in Vray.
- Compositing in Photoshop.



### uno form

All CG. My tasks included:

- Modelling, mapping, texturing & shading plates, vegetables and fruit.
- Lighting.
- Rendering in Vray.
- Compositing in Photoshop.



### uno form

All CG (except background). My tasks included:

- Modelling of props.
- Mapping, texturing, shading & lighting scene.
- Rendering in Vray.
- Compositing in Photoshop.



### JKE

All CG. My tasks included:

- Modelling of props.
- Mapping, texturing, shading & lighting scene.
- Rendering in Vray.
- Compositing in Photoshop.