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[Reel - Link](#)

Reel – Breakdown

In general I did all the shading , lighting and rendering in my reel.

In the time table below are additional work and remarks listed.

Time	Work
00:10 – 00:12	- helicopter with MAX 5 & Scanline renderer
00:13 – 00:15	- scene completely CG with MAX 5 & Vray
00:16 – 00:17	- Canyon with MAX 5 & Vray
00:18 – 00:20	- traffic sign & right spaceship wall incl. texturing with MAX 5 & Vray
00:21 – 00:24	- floating objects with MAX 5 & Vray HDRI
00:25 – 00:25	- animation & shading of the lasso
00:28 – 00:31	- animation & shading of the laser wipe and green magnifier
00:32 – 00:32	- flying bullets
00:33 – 00:35	- scene completely CG with MAX 5 & Vray
00:36 – 00:37	- helicopter with MAX 5 & Scanline renderer
00:38 – 00:39	- floating objects with MAX 5 & Vray HDRI
00:40 – 00:43	- scene completely CG with MAX 5 & Vray
00:44 – 00:46	- complete work (incl. modeling/texturing) with MAX 9 and Vray
00:47 – 00:50	- nurse bag with MAX 5 & Scanline renderer
00:51 – 00:51	- holo-emitter with MAX 5 & Vray
00:52 – 00:53	- whole work (incl. modeling/texturing) with MAX 4 (Scanline renderer) & compositing with Combustion
00:54 – 00:55	- surrounding caves & water
00:56 – 00:58	- floating objects MAX 5 & Vray HDRI
00:59 – 01:01	- previs, animation, manual tracking and final shading/lighting/rendering of parachutes with MAX 5 & Scanline renderer
01:02 – 01:06	- whole work (incl. modeling/texturing) with MAX 4 (Scanline renderer) & compositing with Combustion
01:08 – 01:10	- completely with MAX 3.1 (Mental ray) & After Effects
01:11 – 01:13	- animation & shading of laser corkscrew
01:14 – 01:14	- holo-emitter with MAX 5 & Vray
01:15 – 01:15	- surrounding cave
01:16 – 01:17	- cockpit and window water
01:17 – 01:20	- animation & shading of laser wipe