

Pascal LOEF's reel breakdown

Reel and more informations can be found at <http://www.dddpl.tv>

Soundtrack from "J'traîne des pieds" - Olivia Ruiz/Ben Ricour (<http://www.olivia-ruiz.com>)

J'aurais voulu être un danseur (2006)



for the shots:

Keying/Tracking/Modeling/Compositing/CG Clouds

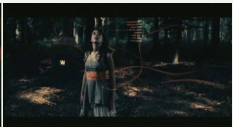
for the project:

On-Set supervision

Team supervision (±100 shots)

Softwares: Syntheyes/Maya (mentalray)/Shake

Gent Film Festival (2004)



shot01:

Compositing of the ribbons

shot02:

Tracking/Animation/Compositing of the ribbons

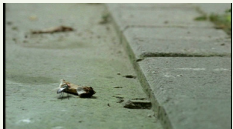
for the project:

On-Set supervision

Team supervision (±60 shots)

Softwares: Boujou/Maya (mentalray)/Shake

Test Fly (2006)

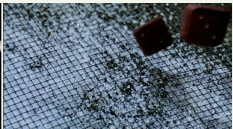
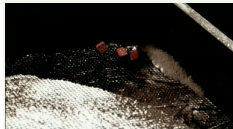


for the shots:

Lighting/Shading/Compositing

Softwares: Maya (mentalray)/Shake

Dedales (2002)

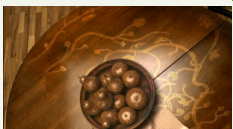


for the shots:

Modeling/Lighting/Shading/Compositing

Softwares: Maya/After-Effects

Swiffer Honey (2004)



For the shot:

Tracking/Lighting/Shading/Compositing

For the project:

Team supervision

Softwares: Boujou/Maya/Shake

Jeep Compass (2007)



For the shots:

Lighting/Shading/Compositing

Softwares: Maya (mentalray)/Shake


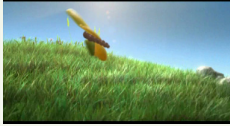
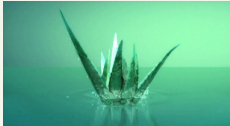



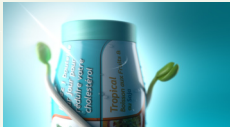

Lenor Backwards (2004)



For the shot:

Tracking/Lighting/Shading/Compositing

Softwares: Boujou/Maya/Shake

Davitamon (2005)		For the shot: Lighting/Shading/Compositing	Softwares: Maya/Shake
Sunland (2006)		For the shot: Compositing	Softwares: Shake
Omino Bianco (2005)		For the shot: Aloe Vera modeling & animation Lighting/Shading/Compositing	Softwares: Maya/Shake
Solvay (2006)		For the shots: Development of a simple plugin and mel script to speed-up export/import of saved particles positions. Particles setup, animation and rendering	Softwares: Maya (renderman for maya)/Shake
Calve (2004)		For the shot: Lighting/Shading/Compositing	Softwares: Maya/Shake
Persil Liquits (2003)		For the shot: Modeling/Lighting/Shading/Compositing/Animation	Softwares: Maya/After-Effects
Benecol (2007)		For the shot: Modeling/Lighting/Shading/Compositing	Softwares: Maya/Shake
Axion (2002)		For the shot: Modeling/Animation/Compositing	Softwares: Maya/After-Effects