

Stefan Schneider

405 - 1275 Haro Street
V6E1G1, Vancouver, B.C.
(+1) 604 360 4199
stefanschneidercg@gmail.com
www.stefan-cg.de

BREAKDOWN - REEL 2018

00:00 – 00:09

Rampage (2018) – Hydraulx VFX

Maya | ZBrush | Mari | Redshift

Space Station exterior modeling based on a rough concept model with other artists

Texturing with one other artist

Lighting / LookDev

00:09 – 00:13

Rampage (2018) – Hydraulx VFX

Maya

Interior modeling and smaller prop population

00:13 – 00:17

Stranger Things 2 (2017) – Hydraulx VFX

Maya

Proxy modeling and vine / web modeling with another artist

00:17 – 00:21

Stranger Things 2 (2017) – Hydraulx VFX

Maya | Speedtree

Tree modeling and population as well as ShadowMan model. Vine / web modeling with another artist.

00:21 – 00:31

Death Note (2017) – Hydraulx VFX

Maya

Ferris Wheel and Gondola modeling. Build the pier + shops with one other artist

00:31 – 00:33

Death Note (2017) – Hydraulx VFX

Maya | Mari

Ferris Wheel and Gondola modeling. Build the pier + shops with another artist

Full CG environment modeling and projection with another artist

00:33 – 00:43

Rampage (2018) – Hydraulx VFX

Maya

Interior modeling and smaller prop population

00:43 – 00:45

Rampage (2018) – Hydraulx VFX

Maya

Interior modeling and smaller prop population with other artists

00:45 – 00:48

San Andreas (2015) – Hydraulx VFX

Maya

Interior modeling except scaffolding

00:48 – 00:50

San Andreas (2015) – Hydraulx VFX

Maya | Mari

Full CG modeling and projection with other artists

00:50 – 01:02

San Andreas (2015) – Hydraulx VFX

Maya | Mari

Office Building modeling

Bridge modeling and texturing

01:02 – 01:05

Beyond Skyline (2017) – Hydraulx VFX

Maya | Speedtree | Mental Ray

Foreground / Midground Jungle modeling and texturing as well as lighting and lookdev before

handing it off for final touches to our lighting lead

01:05 – 01:10

Beyond Skyline (2017) – Hydraulx VFX

Maya

Hovercraft modeling

01:10 – 01:13

Geostorm (2017) – Hydraulx VFX

Maya | Mari

Midground / background shops modeling and texturing with other artists

01:13 – 01:15

Stranger Things 2 (2017) – Hydraulx VFX

Maya

Proxy modeling and vine / web modeling