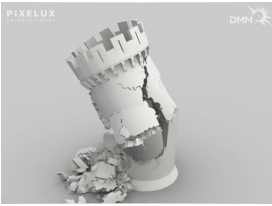


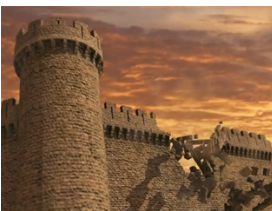
DEMO REEL BREAKDOWN



- **Description:** 2010 DMM demo presented to potential customers when Pixelux was invited to the Vancouver Olympic Games.
- **Contribution:** everything except modeling
- **Software:** Maya, DMM plug-in, Mental ray, After Effects



- **Description:** 2008 DMM demo for Pixelux website
- **Contribution:** everything
- **Software:** Maya, DMM plug-in, Photoshop, Mental ray, After Effects



- **Description:** 2009 demo showcasing DMM capabilities
- **Contribution:** everything except asset creation
- **Software:** Maya, DMM plug-in, Photoshop, Mental ray, After Effects



- **Description:** 2009 DMM demo for IGN article: [IGN FutureTech: How Digital Molecular Matter Could Change Gaming](#)
- **Contribution:** everything from concept to final render in two days
- **Software:** Maya, DMM plug-in, Photoshop, Mental ray



- **Description:** 20011 personal test of Maya Fluids
- **Contribution:** everything
- **Software:** Maya, Mental Ray
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- **Description:** 2007 group project at MIRALab - Geneva University
- **Contribution:** motion capture, cloth simulation
- **Software:** 3dsmax, Vicon iQ, Fashionizer (MIRALab proprietary cloth simulation software)



- **Description:** 2005 short film for project: "Garment Simulation and Animation on Children Bodies"
- **Contribution:** everything
- **Software:** 3dsmax, Poser, ViconiQ, CharacterStudio, Fashionizer (MIRALab in-house cloth simulation software), Photoshop, Premiere