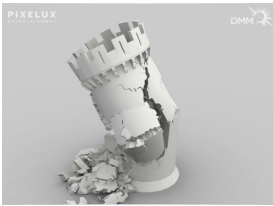


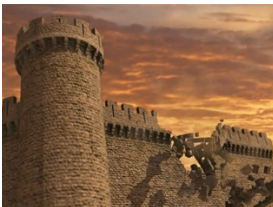
DEMO REEL BREAKDOWN



- **Description:** 2010 DMM demo showcasing the simulation of an object with a large number of tetrahedrons (about 50000). Presented to potential customers when Pixelux was invited to the Vancouver Olympic Games.
- **Contribution:** everything except modeling: concept, layout, DMM simulation, lighting, rendering, editing
- **Software:** Maya, DMM plug-in, After Effects



- **Description:** 2008 DMM demo for Pixelux website
- **Contribution:** everything: concept, modeling, UV mapping, texturing, DMM simulation, particles, background creation, lighting, rendering, compositing
- **Software:** Maya, DMM plug-in, Photoshop, After Effects



- **Description:** 2009 demo showcasing DMM capabilities
- **Contribution:** DMM simulation, particles, lighting, rendering, compositing
- **Software:** Maya, DMM plug-in, Photoshop, After Effects



- **Description:** 2009 real-time DMM demo in the Gamebryo game engine
- **Contribution:** all modeling, UV mapping, texturing, DMM settings
- **Software:** Maya, DMM plug-in, Photoshop



- **Description:** 2009 DMM demo for IGN article: [IGN FutureTech: How Digital Molecular Matter Could Change Gaming](#)
- **Contribution:** everything from concept to final render in only two days: concept, modeling, UV mapping, texturing, DMM simulation, lighting, rendering
- **Software:** Maya, DMM plug-in, Photoshop



- **Description:** 2007 group project at MIRALab - Geneva University
- **Contribution:** skinning, animation (motion capture), jeans cloth simulation, lighting, rendering
- **Software:** 3dsmax, Vicon iQ, Fashionizer (MIRALab in-house cloth simulation software)



- **Description:** 2005 short film for end of studies project: "Garment Simulation and Animation on Children Bodies"
- **Contribution:** everything: concept, layout, modeling, UV mapping, texturing, hair, animation (motion capture), cloth simulation, lighting, rendering, editing
- **Software:** 3dsmax, Poser, ViconiQ, CharacterStudio, Fashionizer (MIRALab in-house cloth simulation software), Photoshop, Premiere