

CG Generalist Reel 2012 by Jacek Babinski

SHOT BREAKDOWN

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Red Dragon 2012 - Personal Project (0:06-0:45)

Renderer: V-ray

Characters' Models created in 3Dsmax.

Characters' Rig created using Physique, Skin and Snap Object (Armour).

UVmapping made in Unfold3D and 3dsmax using xray UVmapper plugin.

Sculpts (normals and displacement) made in Zbrush.

Hard Surface Textures made in Photo-shop based on photo references.

Head textures created via zlink (Zbrush, Photo-shop) based on photo references and sketches.

Head Mimic made via Morphed Targets with using object interactions.

Character Animation Clips made in 3dsmax Character Studio basing on my own video references.

Environment is based on matte paintings created in Photo-shop, all environments created on 3D layers in After Effects and Nuke.

Grass created by plains with grass textures (3D layers) in After Effects.

Environment movement created using max2Ae Camera Export or tracked and composed in Nuke.

Compositing is based on passes: Beauty, Reflection, Specular, Dirt, Shadows, Object ID.

Depth of field based on standard AE Blur plugin (Camera Blur) and Z-depth Mask.

Smoke, Fog Effects created via FumeFx plugin.

Cloth made via Cloth modifier in 3Dsmax.

Editing made in Adobe Premiere.

Transformation 2012 – Personal Project (0:45-1:22)

Renderer: V-ray

Hard Surface Characters were made based on Low Poly modeling and smooth.

Character Rig made by snap objects to bones (Biped – 3dsmax).

Animations created without references.

Texturing made in Zbrush (Zlink), Photoshop and BodyPaint.

Environment is based on matte-paintings created using photo references.

Car Rig was made using Object Reaction and wheel system based on Lookat target modifier.

Debris created using RayFire plugin.

Smoke and explosions created in FumeFx.

Dust templates were used for dust.

Compositing was made in After Effects & Nuke.

Compositing is based on passes: Beauty, Reflection, Specular, Dirt, Shadows, Object ID.

Depth of field is based on standard AE Blur plugin (Camera Blur) and Z-depth Mask.

Red Nine 2012 – Personal Project (1:22 – 2:00)

Render: V-ray, Mental-ray.

Planes are created in 3dsmax.

Textures are created in Photoshop.

Live-action (pilots, pilots' hands) was shooting on blue screen.

Trails and bullets were made in After Effects Particular Particle system.

Environment is based on matte-painting backgrounds and 3D clouds are created in After Effects using 3d Layers based on textures with alpha channel.

Camera movement exported to After Effects via max2AE plugin.

Compositing was made in After Effects.

Compositing is based on passes: Beauty, Reflection, Specular, Dirt, Shadows, Object ID.

Depth of field is based on standard AE Blur plugin (Camera Blur) and Z-depth Mask.

“Air is melting” video clip shorts for Everlost band – Commercial project (2:01 -2:27)

Render: Mental-ray.

Shooting: on HD dslr camera by myself.

Live-action was shooting on green screen.

Backgrounds with camera movement was done in After Effects

Compositing was made in After Effects and Nuke.

3D characters were created in 3dsmax.

Animation and Rig: Character Studio.

Environment is based on matte-painting backgrounds and 3d layers in After Effects Scenes.

Camera movement made in After Effects.

Vfx are made basing on hand animation in After Effects.

Summary:

All shots in this Showreel are completely created by myself from beginning to end.

Used software:

3dsmax Design 2011

3dsmax 9

3dsmax plugins: FumeFx, RayFire, Xray, Uv-mapper, max2AE

Nuke X6.1v2

After Effects Cs5.5

After Effects Plugins: Look's, Lens Distortion, Particular, MisFire, Colorista

Premier cs5

Photoshop cs4-5

Zbrush

BodyPaint

CrazyBump

Unfold3D

Hardware:

Canon5d mark II

Intel xeon 2,66 x2

NVIDIA Quadro 5000