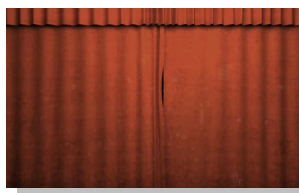
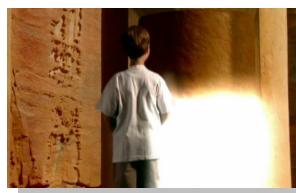


SHOT LIST for ALEKSANDAR STIGLIC SHOWREEL 2010



Ncloth curtains simulation for KPMG corporate film. Shader, rendering and light, rendered in MR for Maya.



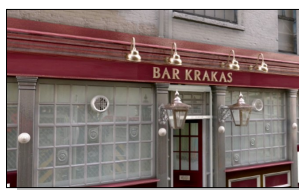
Jordan tourism TV commercial, opener. Done all, except compositing.



Rocks & CO - TV retail channel, one of many promos and titles I've done.



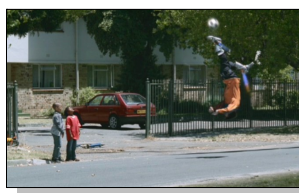
Part of boat modelling, made using Maya ocean, particles for rain and expressions for particle splashes, fog, most of rendering setup.



Model, textures, render, etc. based on pub "Carlisle Arms" in Bateman street in Soho. Rendered in MR.



Nokia phone, everything except original model, which was modified to give full precision and amount of detail. Nurbs, Rendered with MR.



RAC commercial in HD. Particle simulation, shader, etc. Made model, shaders, textures for rockets. Textures and light was baked, used one direction. light for highlights. Rendered 15 sec per frame. Some tracking.



Redbull "sounds" campaign. Nurbs model of a can. Textures, shaders and rendering, part of animation. Done Ncloth simulation for smashing of the can, dents. etc.



Gekido, game trailer. Won the pitch for the job by doing overnight 2 character animations, and edited short presentation on jaleo. Wrote scrip for the trailer, and directed. Made some of character models, toon shaders, and look.



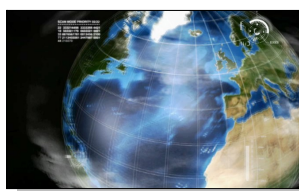
Domestos "Face off" Main particle animation, TD on the job, sprites, smoke, and fluid simulation. Look of the particle creature.



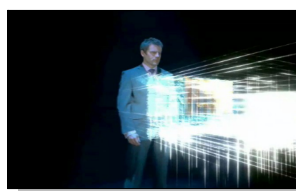
Wolf Blass wine promos, ashes on Five. Modelling, texturing and rendering of bottles, cricket ball and bails. Not compositing.



TNA Created animation based on short brief. Models, textures, shaders, render, everything except final comp.



Globe rendered with Renderman and 3Delight. All except 3D globes.



Bloomberg Data Screen promo. One of many I've done for Bloomberg. VFX Supervision, tracking + data from motion camera, done all except compositing.



Nokia.
Rendered with MR. One area light with GI and FG.



Bloomberg TV Interactive VFX supervision, tracking, animation, etc. all except compositing.



Break through the wall.
Particle driven rigid bodies. I've done render. And all the rest except textures and compositing.



1.5 minutes of HD tracking



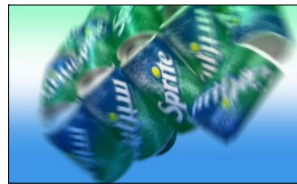
“Sewn”, music video by Feeling.
Animation done with curves on curves deformation plus some extra tricks for tightening of rope to preserve length. Rope is Maya PFX.



CGI Ladybird for Joe Tunmer 2005 short movie “Mockingbird”.
Modelling, texturing, animation, render.



Nebula sequence for BBC Planets.
Maya software particles.



One of “changing logo” Sprite commercials.
Model, Texturing, rendering, part of rig.



Vodaphone “Wings”
Tracking



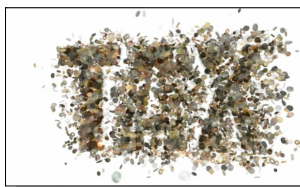
The 99
TV series, VFX design for superhero characters, effects in Maya full 3D, particles, fluids, lightning, shields, power weapons, fields, electricity, etc.



Particles Snow for commercial.



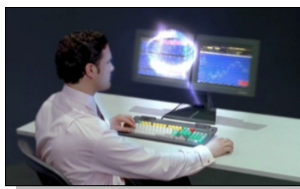
Vodaphone “Wings”
Transformations between objects, animation, cloth animation of paper, roto cards, cables, lamps, etc. Team leader, but also Vfx TD.



TAX coins for KPMG.
Rigid bodies animation, mel scripting for generating rigid bodies from a field, simulation, texturing, materials, rendering.



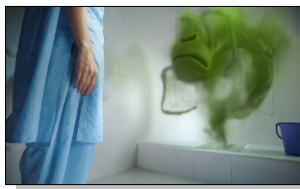
Vodaphone Wings,
Tracking, rendering, particle simulation for smoke, rendered with Renderman for Maya



Bloomberg
Motion control data animation or tracking, previs, particle animations, vfx, rendering.



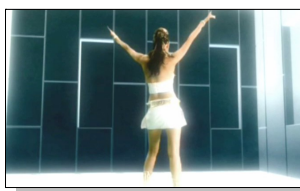
Discovery "Wings" channel idents.
Vfx supervisor, team leader, concept, previs, modeling, animation, rendering.



Domestos Face-Off commercial. Particle animations, Ncloth, Vfx TD on the job, sprites, smoke, fluid simulation. Look and movements of the particle part of the creature.



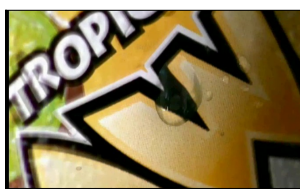
Jamie Scott music video "Standing in the rain"
Particle effects, ncloth paper simulation



Lara Zola "This is what I like music video"
Vfx supervisor on the shoot, ideas, and complete CGI, except compositing.



RAC commercial
particle effects, model, textures and shaders for rockets, baking textures, rendering



Commercial for Hawaii Tropical
drops of water, texturing, animation, rendering.



OK magazine
Tracking, modeling, texturing, shaders, rendering.
Pfx trees and bushes.
MR sun light.



Nokia for Kemistry.
Many different types of Nokia phones, model conversions and cleanup, additional modeling, texturing, shaders, lights, rendering



Viral video for Slim Jim.
Made wings for the "fairy".



RAC
see above



O2 Music
Logo animation, concept and realisation



Nokia N95
see above



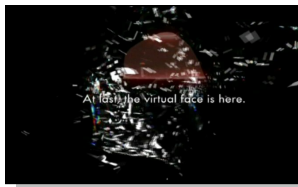
Lara Zola
Set extensions



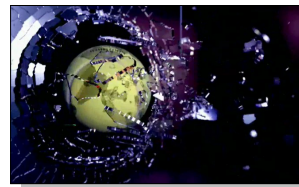
Ida Marie "Stella"
music video
Balloons animation, shaders, light, rendering.



Piggy bank for BBC horizons
Animation, rigid body simulations, materials, light, render.



“Virtual Face” for HP
Concept together with
director Simon Rattigan.
Particles, Mel scripts, sha-
ders, animation, pfx anima-
tion, rendering, vfx td, team
leader on project. End shot
done by MPC.



Wimbledon for BBC 2009
Some graphics and final
ball break through glass
shot.
Animation, simulation, ren-
dering.



Ministry of Sound
“Gatecrasher”
Modelling, texturing, real-
flow simulation, animation,
rendering.



“Virtual Face” for HP
Particles, Mel scripts - vfx
td, shaders, animation, pfx
animation, rendering, team
leader on project.



Golden Compass
Official Game Commercial,
Particles animation and ren-
dering.



Wolf Blass wine Promos
Realfow simulation, cricket
ball, liquid and wine bottles
rendering.



Comdirect commercial
Euro 2 coin animation, visa
card model, texturing, ren-
dering.



Discovery Wings Channel
IDs
modeling, texturing, anima-
tion, lights, particles, ren-
dering



Discovery Mastermind title
sequence
All, except compositing.



For BBC
Particles rendering and
animation,
proprietary software

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