

























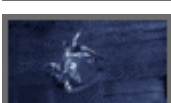

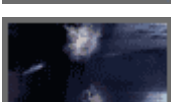
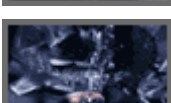
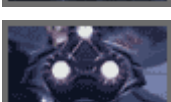



## Shot-Breakdown














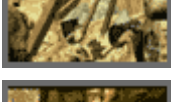
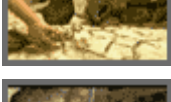
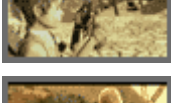

## Manuel Macha


















Contact eMail: [manuel@manuelmacha.de](mailto:manuel@manuelmacha.de)  
Web: [www.manuelmacha.de](http://www.manuelmacha.de)

This list contains a detailed breakdown of my contributions to each shot of my demoreel.

Shot No.	Timecode		Responsibilities	Software
1	00:01		Modeling, Texturing, Rigging, Animation, Dynamics, Lighting, Rendering .	Maya, Photoshop
2	00:01 - 00:03		Modeling, Texturing, Rigging, Animation, Lighting, Rendering .	Maya, Photoshop
3	00:03 - 00:05		Modeling, Texturing, Rigging, Animation.	Maya, Photoshop
4	00:05 - 00:08		Modeling.	Maya
5	00:08 - 00:10		Modeling, Texturing, Rigging, Animation.	Maya, Photoshop
6	00:10 - 00:12		Matchmoving, Modeling, Texturing, Lighting, Rendering.	Maya, Photoshop, Matchmover Pro
7	00:13		Modeling, Shading, Rigging, Dynamics, Lighting, Rendering of the batballs.	Maya
8	00:13 - 00:15		Modeling, Lighting, Rendering of cg-oranges, set-extension & batballs.	Maya
9	00:15 - 00:16		Matchmoving, Modeling, Texturing, Rigging, Shading, Animation, Lighting, Rendering of cg-oranges	Maya, Photoshop, Matchmover Pro
10	00:16 - 00:17		Modeling, Texturing and Animation of the robot.	Maya, Photoshop, DeepPaint3D
11	00:17 - 00:18		Modeling and Texturing of the robot.	Maya, Photoshop, DeepPaint3D
12	00:18 - 00:19		Modeling and Texturing of the robot.	Maya, Photoshop, DeepPaint3D
13	00:19		Compositing	combustion*, Photoshop
14	00:19 - 00:20		Modeling and Texturing of the robot.	Maya, Photoshop, DeepPaint3D
15	00:21		Modeling and Texturing of the robot.	Maya, Photoshop, DeepPaint3D

Shot No.	Timecode		Responsibilities	Software
16	00:22		Compositing	combustion*, Photoshop
17	00:22 - 00:23		Animation, Compositing	Maya, combustion*
18	00:23 - 00:25		Modeling, Texturing and Animation of the robot. Animation of the "Dronez". Particles/Dynamics.	Maya, Photoshop, DeepPaint3D
19	00:25 - 00:26		Animation	Maya
20	00:26 - 00:27		Modeling, Texturing and Animation of the robot.	Maya, Photoshop, DeepPaint3D
21	00:27 - 00:28		Animation	Maya
22	00:28 - 00:29		Modeling, Texturing and Animation of the robot. Animation of the "Dronez".	Maya, Photoshop, DeepPaint3D
23	00:29 - 00:30		Modeling, Texturing and Animation of the robot. Animation of the "Dronez".	Maya, Photoshop, DeepPaint3D
24	00:30 - 00:31		Modeling, Texturing and Animation of the robot. Animation of the "Dronez".	Maya, Photoshop, DeepPaint3D
25	00:31		Modeling, Texturing and Animation of the robot. Animation of the "Dronez".	Maya, Photoshop, DeepPaint3D
26	00:31 - 00:32		Modeling, Texturing and Animation of the robot	Maya, Photoshop, DeepPaint3D
27	00:32		Modeling, Texturing and Animation of the robot. Animation of the "Dronez". Particles/Dynamics.	Maya, Photoshop, DeepPaint3D
28	00:33 - 00:34		Modeling, Texturing, Rigging and Animation of the digital stunt-double (russian soldier), Compositing	Maya, Photoshop, DeepPaint3D, combustion*
29	00:34		Modeling, Texturing and Animation of the robot. Compositing	Maya, Photoshop, DeepPaint3D, combustion*
30	00:35 - 00:36		Compositing	combustion*
31	00:36 - 00:37		Modeling, Texturing, Lighting, Rendering, Compositing	Maya, Photoshop, DeepPaint3D, combustion*
32	00:37 - 00:39		Modeling, Texturing, Rigging, Animation, Lighting, Rendering, Compositing	Maya, Photoshop, DeepPaint3D, combustion*

Shot No.	Timecode		Responsibilities	Software
33	00:39 - 00:42		Modeling, Texturing, Rigging, Animation, Lighting, Rendering, Compositing	Maya, Photoshop, DeepPaint3D, combustion*
34	00:42 - 00:44		Modeling, Texturing, Rigging, Animation, Lighting, Rendering, Compositing	Maya, Photoshop, DeepPaint3D, combustion*
35	00:44 - 00:46		Modeling, Texturing, Rigging, Animation, Lighting, Rendering, Compositing	Maya, Photoshop, DeepPaint3D, combustion*
36	00:46 - 00:48		Modeling, Texturing, Rigging, Animation, Lighting, Rendering, Compositing	Maya, Photoshop, DeepPaint3D, combustion*
37	00:48 - 00:49		Modeling, Texturing, Rigging, Animation, Lighting, Rendering, Compositing	Maya, Photoshop, DeepPaint3D, combustion*
38	00:49 - 00:51		Modeling, Texturing, Rigging, Animation, Lighting, Rendering, Compositing	Maya, Photoshop, DeepPaint3D, combustion*
39	00:51 - 00:52		Modeling	Maya
40	00:52 - 00:53		Modeling, Rigging, Animation, Cloth-Simulation of the Character "Slim". Modeling of the background.	Maya
41	00:54		Animation, Modeling of the background.	Maya
42	00:54		Modeling, Rigging, Cloth-Simulation of the Character "Slim". Modeling of the background.	Maya
43	00:54 - 00:55		Animation, Prop-Modeling.	Maya
44	00:55 - 00:56		Modeling, Rigging, Animation, Cloth-Simulation of the Character "Slim".	Maya
45	00:56		Modeling, Rigging, Animation, Cloth-Simulation of the Character "Slim". Animation of the cockroach.	Maya
46	00:56 - 00:57		Modeling and Rigging of the Character "Slim". Character-Animation and Cloth-Simulation.	Maya
47	00:57		Animation. Background and Prop-Modeling.	Maya
48	00:57 - 00:59		Character-Animation and Cloth-Simulation. Background and Prop-Modeling.	Maya
49	00:59		Modeling and Rigging, of the Character "Slim". Character-Animation and Cloth-Simulation. Background and Prop-Modeling.	Maya

Shot No.	Timecode		Responsibilities	Software
50	00:59 - 01:01		Animation.	Maya
51	01:01 - 01:02		Modeling and Rigging of the Character "Slim". Character-Animation and Cloth-Simulation. Background and Prop-Modeling.	Maya
52	01:02 - 01:03		Modeling, Rigging, Animation, Cloth-Simulation of the Character "Slim". Modeling of the background.	Maya
53	01:03		Modeling and Rigging of the Character "Slim". Character-Animation and Cloth-Simulation. Background and Prop-Modeling.	Maya
54	01:03 - 01:04		Modeling and Rigging of the Character "Slim". Character-Animation and Cloth-Simulation. Background and Prop-Modeling.	Maya
55	01:04 - 01:05		Animation. Background and Prop-Modeling.	Maya
56	01:05		Animation and Cloth-Simulation.	Maya
57	01:05 - 01:06		Animation and Cloth-Simulation.	Maya
58	01:06 - 01:07		Modeling, Rigging, Texturing, Animation, Lighting, Rendering, Compositing.	Maya, Photoshop, DeepPaint3D, combustion*
59	01:07 - 01:08		Compositing.	combustion*
60	01:08 - 01:09		Modeling, Rigging, Texturing, Animation, Lighting, Rendering, Compositing. Particle Dynamics.	Maya, Photoshop, DeepPaint3D, combustion*
61	01:09 - 01:10		Animation, Lighting, Rendering.	Softimage XSI
62	01:10		Animation, Lighting, Rendering.	Softimage XSI
63	01:11 - 01:13		Animation, Lighting, Rendering.	Softimage XSI
64	01:13 - 01:15		Animation, Lighting, Rendering.	Softimage XSI
65	01:15 - 01:16		Matchmoving, Modeling, Shading, Rendering.	Maya, Matchmover Pro
66	01:16 - 01:17		Modeling, Animation, Shading, Rendering.	Maya

Shot No.	Timecode		Responsibilities	Software
67	01:18 - 01:21		Matchmoving, Modeling, Shading, Rendering.	Maya, Matchmover Pro
68	01:21 - 01:23		Matchmoving, Modeling, Shading, Rendering.	Maya, Matchmover Pro
69	01:24 - 01:25		Modeling, Rigging, Animation, Lighting, Rednering of the monkey's cg-hat	Maya
70	01:25 - 01:26		Compositing.	combustion*
71	01:26 - 01:27		Compositing.	combustion*
72	01:28 - 01:29		Compositing.	combustion*
73	01:29 - 01:30		Compositing.	combustion*
74	01:30 - 01:32		Compositing.	combustion*
75	01:32		Modeling, Texturing and Animation of the robot.	Maya, Photoshop, DeepPaint3D
76	01:33		Modeling, Texturing and Animation of the robot.	Maya, Photoshop, DeepPaint3D
77	01:33		Modeling and Texturing of the robot.	Maya, Photoshop, DeepPaint3D
78	01:33 - 01:35		Modeling and Texturing of the robot.	Maya, Photoshop, DeepPaint3D
79	01:35 - 01:36		Modeling and Texturing of the robot.	Maya, Photoshop, DeepPaint3D
80	01:36 - 01:38		Modeling and Texturing of the robot.	Maya, Photoshop, DeepPaint3D
81	01:38 - 01:43		Modeling and Texturing of the robot.	Maya, Photoshop, DeepPaint3D