

Francesco Baldi Show Reel 2006

pag. 1 of 2

Shot Breakdown List



Shot 01: "Diamonds"

My Work: Concept, Modelling, Shading, Lighting, Render

Tools: Maya 7.0, 3D Studio Max, Maxwell Render



Shot 02: "Creature"

My Work: Concept, Modelling, Shading, Texturing, Lighting, Render, Compositing

Tools: Maya 7.0, Pixologic Zbrush 2, Mental Ray, Photoshop



Shot 03: "Company's Logo"

Project: Generale Product Development, Helsinki

My Work: Concept, Modelling, Shading, Texturing, Lighting, Render, Compositing

Tools: Maya 7.0, 3D Studio Max, Pixologic Zbrush 2, Maxwell Render, Photoshop



Shot 04: "The Wood"

My Work: Concept, Modelling, Shading, Texturing, Lighting, Render

Tools: 3D Studio Max, Grass-o-Matic, Treestorm, V-Ray1.09



Shot 05: "Chimney"

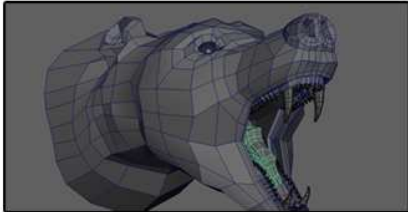
My Work: Concept, Modelling, Shading, Texturing, Lighting, Render

Tools: 3D Studio Max, Maxwell Render

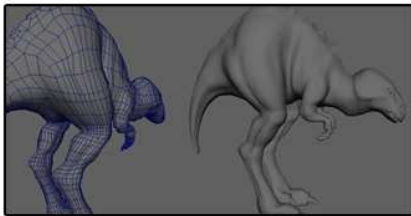
Francesco Baldi Show Reel 2006

pag. 2 of 2

Shot Breakdown List



Shot 06: "Bear"
My Work: Concept, Modelling
Tools: Maya 7.0



Shot 07: "Dinosaur"
My Work: Modelling
Tools: Maya 7.0



Shot 08: "Foliage Creature"
My Work: Concept, Modelling, Shading, Texturing, Lighting, Render, Compositing
Tools: Maya 7.0, Pixologic Zbrush 2, Mental Ray, Photoshop



Shot 09: "Moria's Mines"
My Work: Concept, Modelling, Shading, Texturing, Lighting, Render, Compositing
Tools: 3D Studio Max, Maxwell Render



Shot 10: "Head"
My Work: Concept, Modelling, Shading, Texturing, Lighting, Render
Tools: Maya, Pixologic Zbrush 2, 3D Studio Max, Maxwell Render