

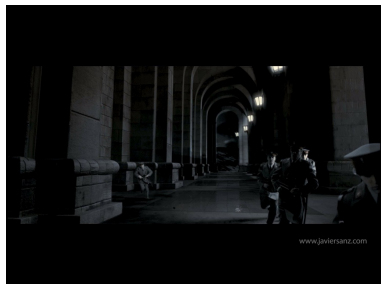
# Javier Sanz 2012 Demo reel

## Shot Breakdown

-**"The Last Circus"** (Balada Triste de Trompeta). Directed by Alex de la Iglesia.



Camera Tracking, Modeling, Texturing, Shading and lighting of the entire CGI background (Basilica, mountain, ground...) Maya & Vray.



Camera Position, Modeling, Texturing, Shading and lighting of the entire CGI background. (Basilica's exterior hallway, lamps, floor...). Maya & Vray.



Modeling, Texturing and Shading of the entire CGI background (mountain, hills, basilica, cross and base structure) exception of statues and CGI characters. Maya & Vray.



Modeling, Texturing and Shading of the entire CGI background (mountain, hills, basilica, cross and base structure) exception of statues, cars and CGI characters. Maya & Vray.



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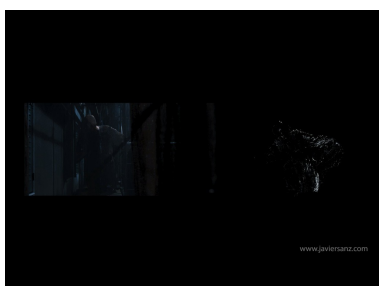
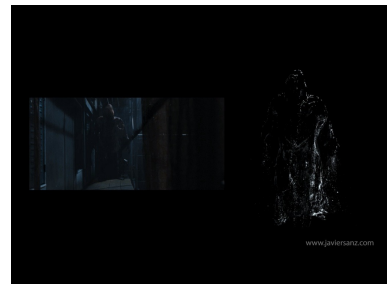
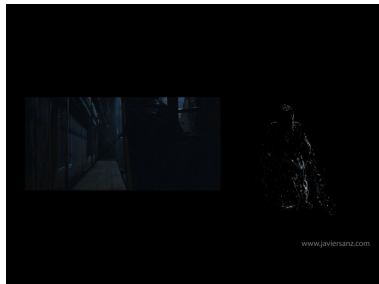
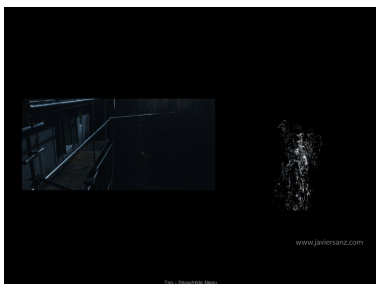
Modeling, Texturing and Shading of the entire CGI background (mountain, hills, basilica, cross and base structure). Animation of cloth. Animation of CGI girl character. (Last shot). Maya, ncloth Vray & Mental Ray.



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-**"Intruders"**. Directed by Juan Carlos Fresnadillo.

Lighting and simulation of water particles. Maya Nparticles, Mental Ray, & realflow.





Dust and particles. Maya Nparticles & Mental Ray.



Water drops. Realflow



Lighting and simulation of water on ground. Mental Ray & Realflow.



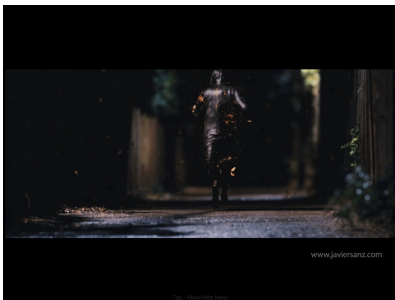
Animation of tentacles. Maya.



Lighting and simulation of water on ground. Mental Ray & Realflow.



Lighting and Animation of dynamic particles in the air and emitting from the burning hand. Maya, Nparticles & Mental Ray.



Lighting and Animation of dynamic particles in the air and emitting from the CGI burningman. Maya Nparticles & Mental Ray.

-**"Captain Thunder"** (El Capitán Trueno y el Santo Grial). Directed by Antonio Hernández.



Monster and camera Animation. Render setup. Maya & Mental Ray.



Monster Animation and Render setup. Maya & Mental Ray.



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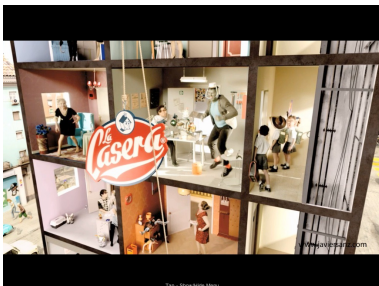


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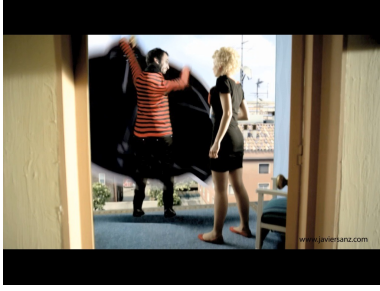
-**"La Casera 13 Rue del percebe"**. Directed by Javier Fesser Hernández.



Modeling, Texturing, Shading and Lighting of all rooms and furniture/objects of the inside part of building. Texturing, Shading and Animation of hippopotamus. Maya & Vray.



Modeling, Texturing, Shading and Lighting of all rooms and furniture/objects of the inside part of building. Maya & Vray.



Modeling, Texturing, Shading and Lighting of room and lamp. Shading, Lighting and Animation of CGI burglar. Animation of Lamp, ceiling's crack and particles. Maya & Mental Ray



Modeling, Texturing, Shading and Lighting of all rooms and furniture/objects of the inside part of building. Animation, Shading and Lighting of CGI burglar. Maya, Mental Ray & Vray.



Modeling, Texturing, Shading and Lighting of all rooms and furniture/objects of the inside part of building. Animation of bottle. Maya & Vray.



Modeling, Texturing, Shading and Lighting of all rooms and furniture/objects of the inside part of building. Animation and Shading of snail. Maya, Mental Ray & Vray.