

**Shot breakdown „Showreel 2013“ by Andreas Tandy Nehls**

**Avatar** directed by James Cameron, visual effects by Weta Digital, copyright Twentieth Century Fox



look development and modeling of the floating mountain environments shown  
 banshees (flying creatures) and horses not modeled by me  
 props modeling: gear, weapons, etc.  
 generic navi character and creature modeling  
 software used: maya, mudbox, zbrush  
 title: modeler

**Iron Man 3** directed by Shane Black, visual effects by Scanline VFX, copyright Paramount



helicopter and weapon setup modeling  
 software used: maya, zbrush  
 title: modeling lead

**White House Down** directed by Roland Emmerich, visual effects by Scanline VFX



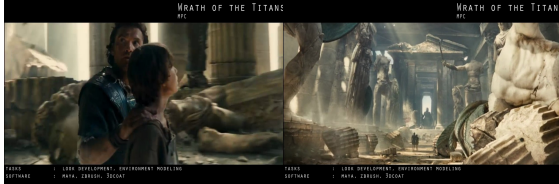
plane destruction modeling using blendshapes and initial blendshape set up for animation/destruction dept.  
 pool environment and car modeling  
 software used: maya, zbrush  
 title: modeling supervisor

**Vicky and the treasure of the gods** directed by Christian Ditter, visual effects by Scanline VFX



environment modeling for about 15 ice/snow and rock/mountain scenes  
 software used: maya, mudbox, zbrush  
 title: modeling lead

**Wrath of the Titans** directed by Jonathan Liebesman, visual effects by MPC



look development and modeling of temple incl. statues, debris, etc.  
 software used: maya, 3dcoat, zbrush. Mudbox  
 title: modeler

**Tintin** visual effects by Weta Digital, directed by Stephen Spielberg and Peter Jackson



look development and modeling of desert scenes  
 look development and modeling of part of the boat interior scenes  
 character modeling (characters not shown in these scenes)  
 props modeling  
 title: modeler

## When Santa fell to Earth



visual effects by Scanline VFX, directed by Oliver Dieckmann

character modeling

title: modeling lead

## The four Horsemen of the Apocalypse

personal Project, work in progress



concept, look development, modeling, etc.

software used: maya, mudbox, zbrush, modo, 3dcoat

## Photogrammetry

personal Project



reconstruction of a diversity of objects from pictures taken with a slr camera

software used: photoscan, maya, zbrush