

Kariem Saleh - Character Animator & VFX Artist

Animation & VFX Reel 2011 (Breakdown)

(find Reel on <http://kariemsaleh.de>)

- A 00:06-00:17**
„Spacemax“ – modelling, rigging, animation, rendering of a toy robot character (3ds max, Rise Visual Effects)
- B 00:17-00:24**
„When Santa fell to Earth“ – playblast of character animation for live-action film, animated both characters (Maya, Scanline VFX)
- C 00:24-00:32**
„Am anderen Ende“ – modelling, rigging, animation, shading, rendering, compositing of a mosquito (3ds max/Combustion)
- D 00:32-00:34**
(see B)
- E 00:34-00:41**
(see A)
- F 00:41-00:58**
„The Coming Days“ – conceptualization, modelling, shading, rendering, compositing of an iris scanning device to replace a filmed prop (3ds max/Nuke, Rise Visual Effects)
- G 00:58-01:02**
model of a rhinoceros, that I built in Maya and Mudbox (Mudbox Screenshot)
- H 01:02-01:19**
“Winter in Peking” – integration of oversized CG mikado sticks; painting and animation of destroyed floor elements; simulation of CG carpet; compositing of dust and debris elements (3ds max/Nuke)
- I 01:19-01:21**
(see B)
- J 01:21-01:29**
(see C)
- K 01:29-01:37**
“Winter in Peking” – integration of oversized CG mikado stick and dust elements (3ds max/Nuke)
- L 01:37-01:44**
“El Estable” – modelling, shading, rendering and compositing of CG arm chair and cup (3ds max/Nuke)
- M 01:44-01:56**
“Live Unbuttoned” – 3D matchmoving and compositing of text and glow elements onto skin (3ds max/Nuke)
- N 01:56-02:18**
“The Gruffalo” – integration of CG characters into miniature sets; defining CG characters look; color correcting backgrounds and painting of additional elements (Combustion, Studio Soi)
- O 02:18-02:28**
“The Three Investigators and the Secret of Terrorcastle” – modeling, rigging and animation of a low-poly crow, to be composited into a live action plate (3ds max, Rise Visual Effects)
- P 02:28-02:32**
(see A)