


















# JULIA FRIEDL

## MODELLING - TEXTURING - RENDERING

### REEL BREAKDOWN

- |                                  |   |  |
|----------------------------------|---|--|
| Happy<br>00:02 - 00:09           |    | Rough sculpt in ZBrush   |
| The Pilot<br>00:10 - 00:49       |    | Modelled in Maya, detailed in ZBrush, UVs created in HeadUs UV Layout.   |
| Anatomy Study<br>00:50 - 00:58   |    | Created after an extensive 5 day anatomy course, inspired by the paintings of W. A. Bouguereau. Modelled, lit & rendered by me. Sculpted in Maya & ZBrush, rendered in Mental Ray for Maya.  |
| Skin Shader<br>00:59 - 01:12     |  | Modelled, textured, lit & rendered by me. My goal was to create realistic skin using the Mental Ray SSS material (see website for shader set-up & texture maps). Modelled in Maya, detailed in ZBrush and rendered with Mental Ray for Maya. |
| Orc<br>01:13 - 01:17             |  | Sculpted in ZBrush.  |
| Mafioso<br>01:18 - 01:20         |  | Modelled, lit & rendered by me. Sculpted in Maya & ZBrush, rendered with Mental Ray for Maya.  |
| Tiger<br>01:21 - 01:40           |  | Created for a game prototype at Blackrock Studio. Modeled & textured by myself, real time fur shader developed in collaboration with Damyan Pepper.  |
| Japanese Temple<br>01:41 - 01:52 |  | Low poly model in Maya, detailed in ZBrush and assembled back in Maya. Rendered with Mental Ray.   |

Taj Mahal 01:53 - 02:06		History Channel - "Mankind" Shot: Taj Mahal Tasks: Modelling (everything apart from roof dome), Texturing, Shading, Lighting & Rendering Tools: Photoshop, Maya, VRay
Tutankhamun 02:07 - 02:17		History Channel - "Mankind" Shot: Tutankhamun Death Mask Tasks: Sculpting Hieroglyphs, Texturing, Shading, Lighting & Rendering the shot Tools: ZBrush, Photoshop, Maya, VRay
Tenochtitlan 02:18 - 02:22		History Channel - "Mankind" Shot: Tenochtitlan Tasks: Shot Layout, Modelling (everything apart from the small houses), Texturing, Matte Painting, Shading, Lighting & Rendering Tools: Photoshop, XNormal, ZBrush, Maya, VRay
Hiroshima 02:23 - 02:33		History Channel - "Mankind" Shot: Hiroshima Bomb Drop Tasks: Shading, Lighting & Rendering the plane. Tools: Photoshop, Maya, VRay
Babylon 02:34 - 02:42		History Channel - "Mankind" Shot: Hanging Gardens of Babylon Tasks: Layout, Modelling (used XFrog for plants), Shading, Lighting & Rendering. Tools: Photoshop, XFrog, Maya, VRay
Lighting Approx. Mesh 02:43 - 02:48		Discovery Channel - "The Sun" Digital Double for presenter Phil Plait Tasks: Modelling a digital double for lighting, particles & effects Tools: Maya, ZBrush
Sketches 02:49 - 03:19		ZBrush Quicksketches: Male Anatomy, Dragon, Clay Bust; Junkbot Video: Prototype for a game idea. Modelled in Maya, textured in Photoshop. Concept by Calum Watt, Animation by James Ovník, VFX by Wirginia Romanowska.
PURE Trailer 03:20 - 03:38		Trailer cut by the BlackRock PreVis team. I was responsible for modelling all and texturing about 80% of the characters in PURE. My other main tasks were to create environment Set Extensions/Vistas and to build trees, as well as to co-develop and author a complex foliage shader used across the whole of the game. Developed by Blackrock Studio, published by Disney Interactive.
Split/Second Trailer 03:39 - 03:52		Trailer cut by the BlackRock PreVis team. I was responsible for a team of 2 - 4 people and together we created 5 tracks including the training track featured in the first half of the trailer. Developed by Blackrock Studio, published by Disney Interactive.

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