

WORK EXAMPLES

from my employment at **PX4 Frankfurt**

General tasks:

3D data (CAD) conversion and preparation
Rigging (functionality of equipment)
Camera perspectives
Lighting
Render settings (with V-Ray)
Post-production

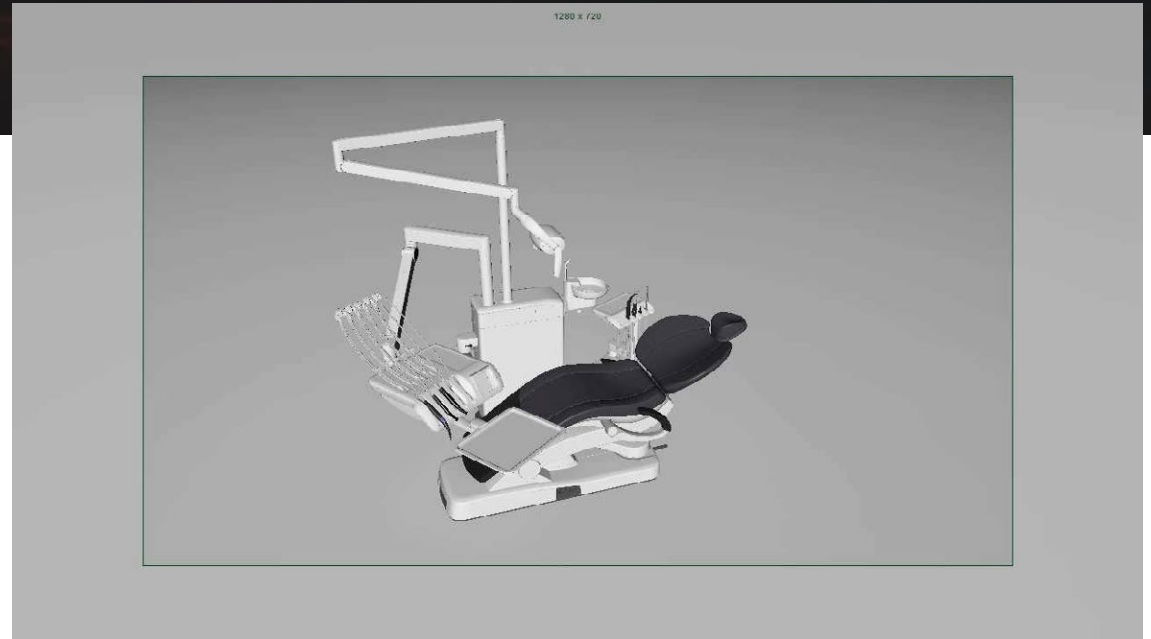
Main tools:

Autodesk Maya 2016, Adobe Photoshop / After Effects

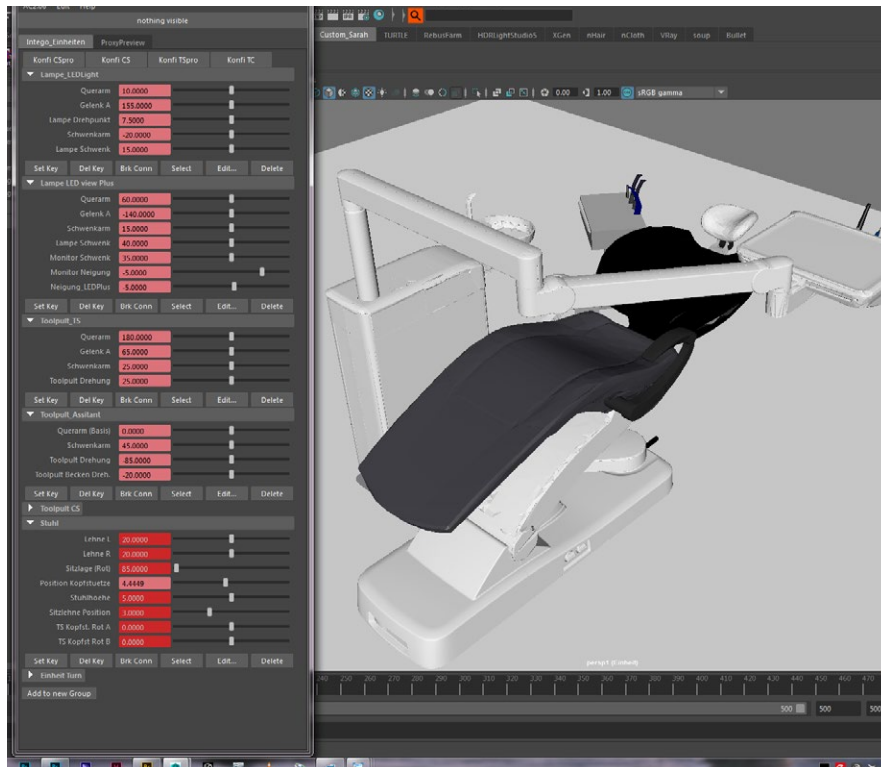
Please notice that some of the presented artworks are not yet published and so considered to be treated as confidential.
The playback of the video material on page 2,3 and 9 might not work on mobile devices.

INTEGO

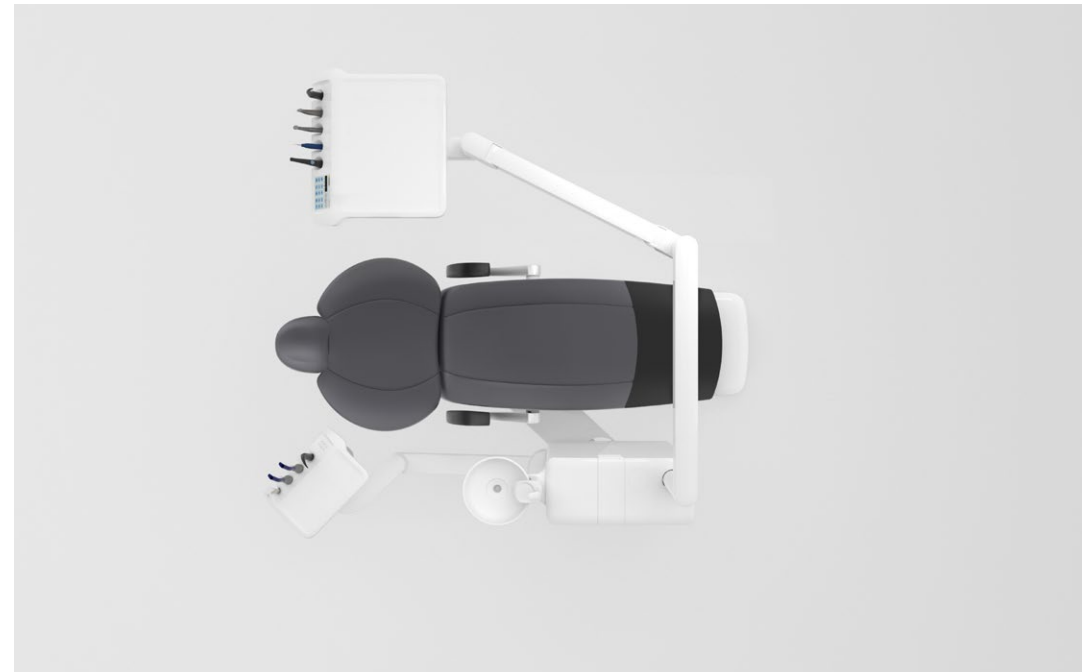
Feature tasks:
Creating interface and rig for functionality



Screenscapture video of functionality



Maya interface of configuration settings



Artwork of the treatment unit

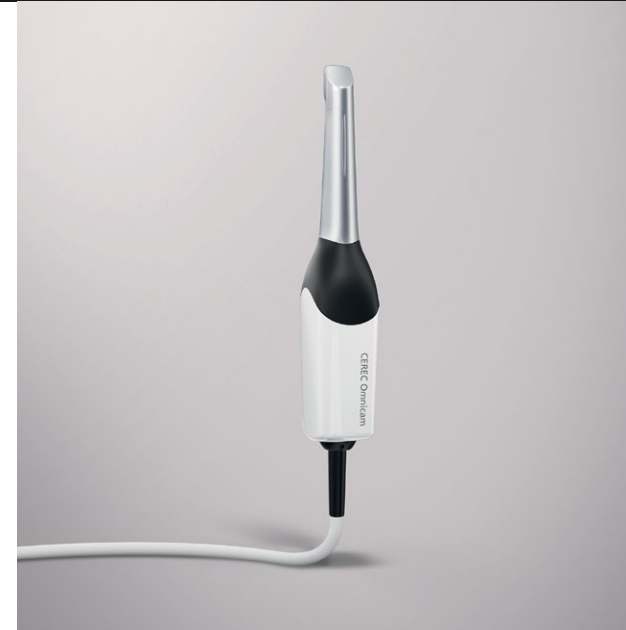
INTEGO

Video of the turn (planned for usage on website)



CEREC AC/ OMNICAM

Feature tasks:
Preparation of camera perspectives,
lighting, fine rendering for print

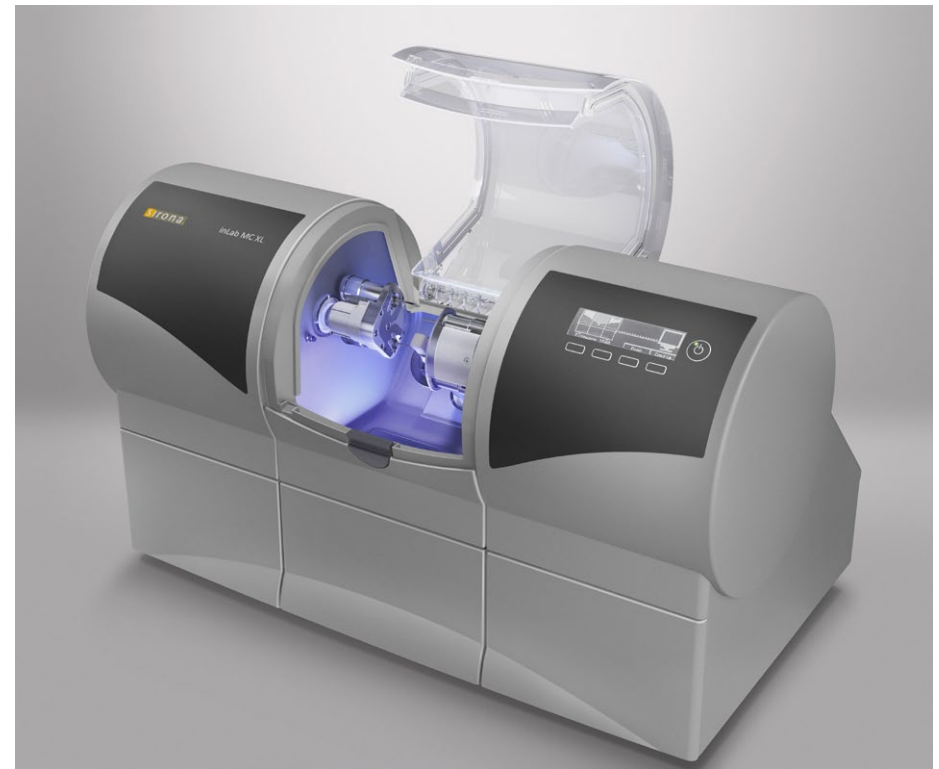
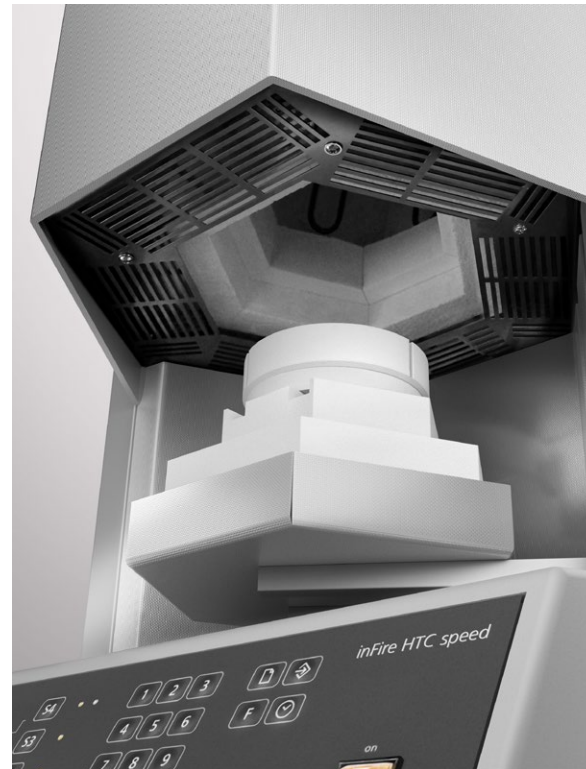


Note: all pictures are final artworks

Sarah Schaack
M.A. - 3D & VFX Artist

INLAB

Feature tasks:
Preparation of camera perspectives,
fine rendering (for print)



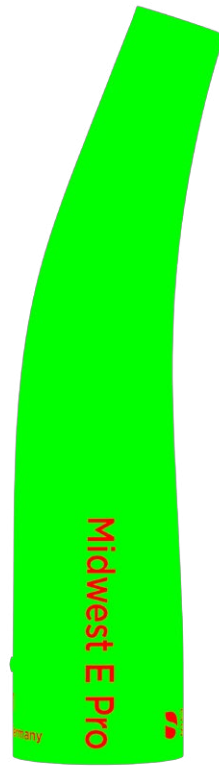
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MIDWEST

Feature tasks:
Shading network for labeling masks



Rendering beauty pass



Rendering labeling mask

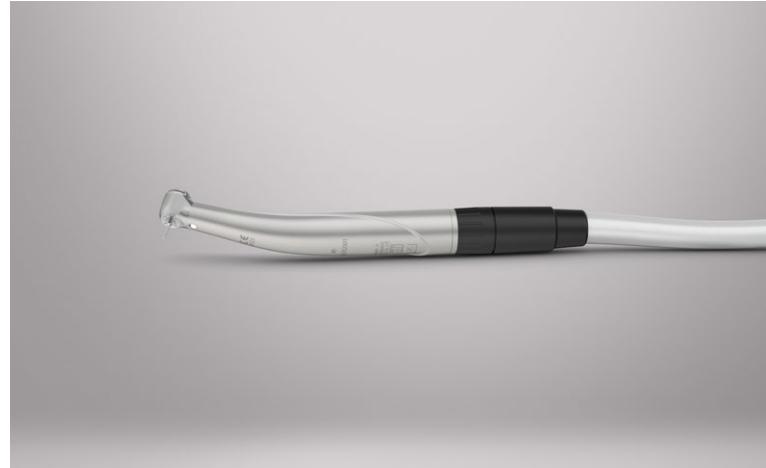


Final artwork

TURBINEN

Feature tasks:

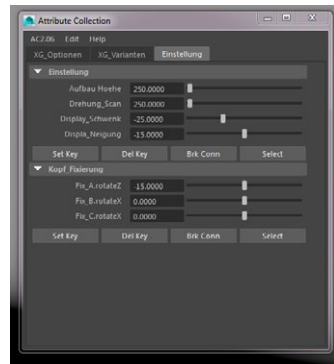
Shading network for labeling masks,
materials, lighting & rendering,
PS compositing



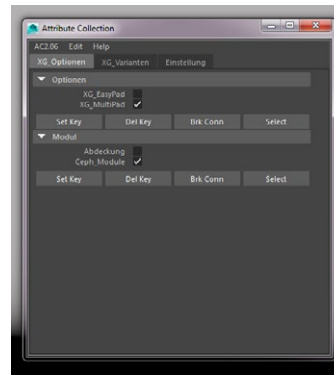
Note: all pictures are final artworks

ORTHOPHOS

Feature tasks:
Interface for different
configurations



Interface of functionality



Interface of additional settings



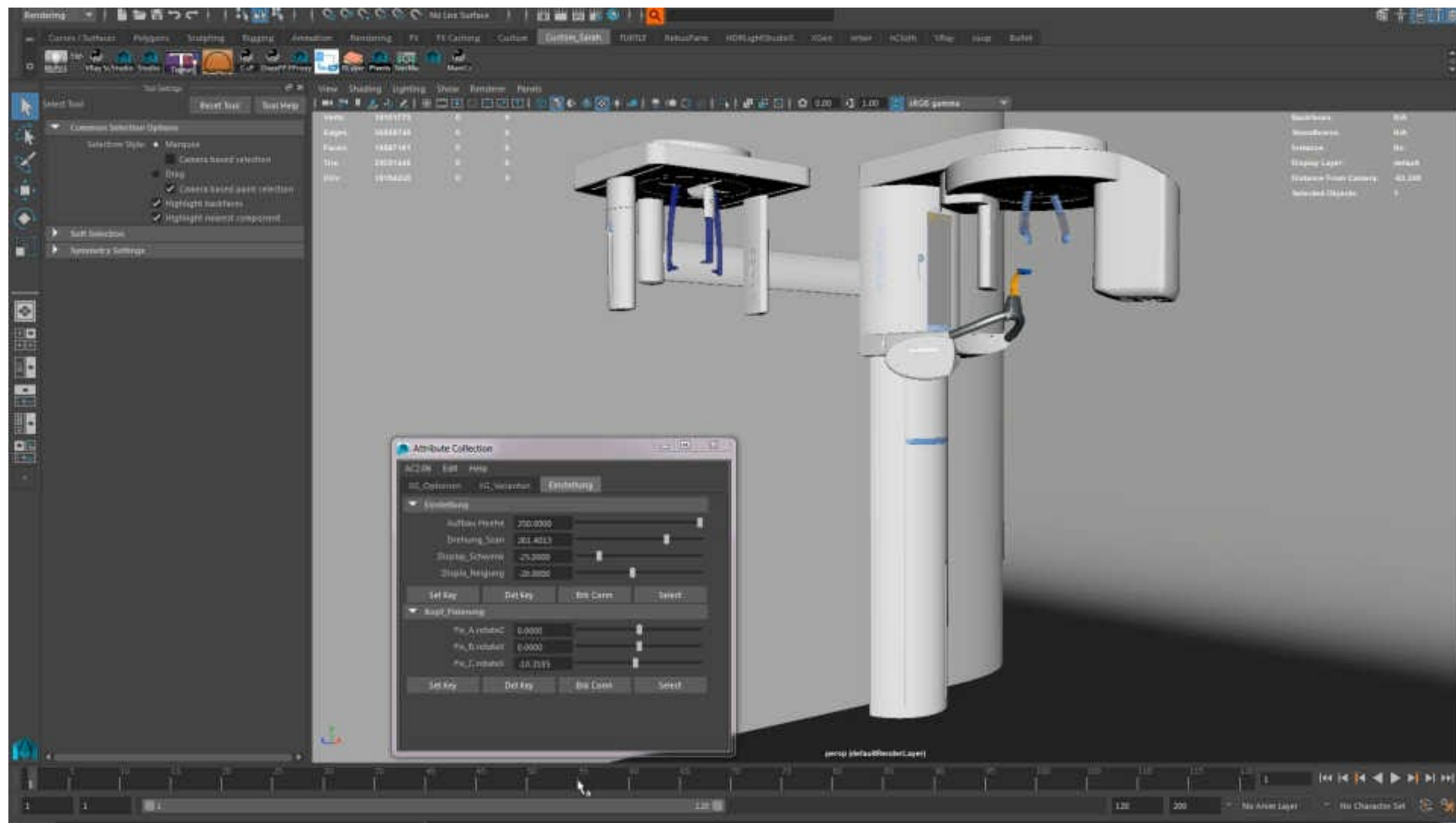
Screenshot of interface for main configuration



Orthophos XG5 artwork

ORTHOPHOS

Video to present configuration interface



DRILL HEAD *EXPLOSION/ X-RAY*

Feature tasks:

Division head elements

Material adjustment

Outline- Rendering for X-Ray



Note: all pictures are final artworks

TREATMENT ROOM

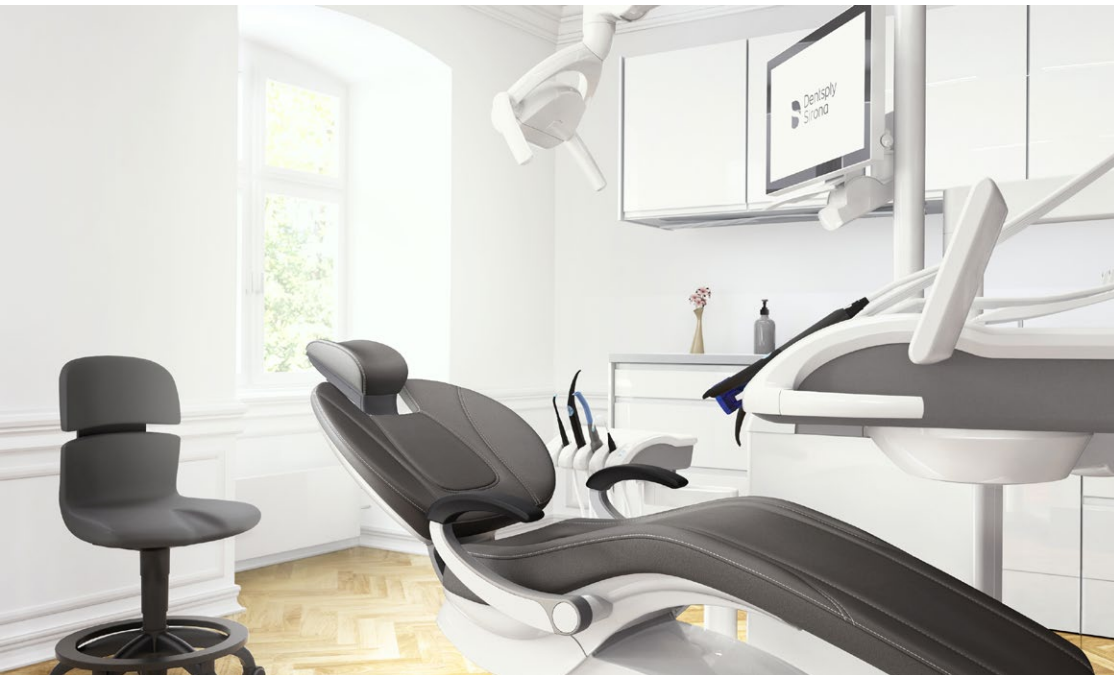
Feature tasks:

Equipment room

Materials room

Lighting

Basis for animation



Note: all pictures are final artworks

Sarah Schaack
M.A. - 3D & VFX Artist

SKODA

Feature tasks:

Integration 3D vehicles in back plate,
lighting, reflection vehicles

Note: all pictures are final artworks



Sarah Schaack
M.A. - 3D & VFX Artist

MAN

Feature tasks:
Integration 3D vehicles in back plate,
lighting, reflection vehicles

Note: all pictures are final artworks



Sarah Schaack
M.A. - 3D & VFX Artist

WATCH

Feature tasks:

Overworking of materials

Lighting, Animation, Rendering

Water simulation with Phoenix FX



Animation mit Wasser Simulation

