

Breakdown - Peter Pflaum - Senior vfx Generalist

Monte Montinis

Company: Liga01, Munich – Germany
Work: Shading, Texturing, LookDev, Rendering, Matchmoving
Software: Maya, Arnold

League of Angels

Company: nhb, Hamburg – Germany
Work: Assets Modeling, Texturing, Shading, Rendering, FX & Sim
Software: Maya, Arnold

Bunraku (2011)

Company: snootx entertainment - LA - CA, USA
Work: Texturing, UVmapping
Software: Maya, Lightwave, Photoshop

The Chase (2013)

Director: Adrian Chifor
Work: Matchmoving, Animation
Software: PFTrack, Maya

Battle for Terra 3D (2009)

Company: snootx entertainment - LA - CA, USA
Work: Stereoscopic Camera
Software: Maya

Benjamin Blümchen (2019)

Company: FBB, Munich – Germany
Work: Proj Lead, Texturing, Shading, LookDev, Rendering, Matchmoving, R&D
Software: Maya, Arnold/Redshift, Substance Painter, Photoshop

Breakdown

Need for Speed (2015)

Company: EA Games / Ghost Games - Guildford, UK
Work: VFX Supervision on-set, Matchmoving, Animation, Video Editing, Compositing, on-set Photography, Rotoscoping, Texture Creation
Software: Maya, PFTrack, After Effects, Mocha, Photoshop



NEED FOR SPEED™

TV Direkt

Company: Liga01, Munich – Germany
Work: Team Lead, Modeling, Texturing, Shading, LookDev, Rendering
Software: Maya, Arnold, Photohop, Substance Painter

The 7th Dwarf (2014)

Company: Trixter Inc. - Munich, Germany
Work: FX, Texturing, Rendering
Software: Maya, Realflow, Mari

Audi A6

Company: Realtime Technology - Munich, Germany
Work: Rigging, Animation
awards: intermedia-globe Grand Award 2012, iF Design Award 2012
Software: Maya

Gian & Giachen - Graubünden

Company: Liga01, Munich – Germany
Work: Texturing, Shading, LookDev, Rendering
Software: Maya, Arnold

Elvenar

Company: Liga01, Munich – Germany
Work: Texturing, Shading, Rendering
Software: Maya, Arnold

Breakdown

Qoros

Company: Realtime Technology - Munich, Germany
Work: Cloth-FX
Software: Maya



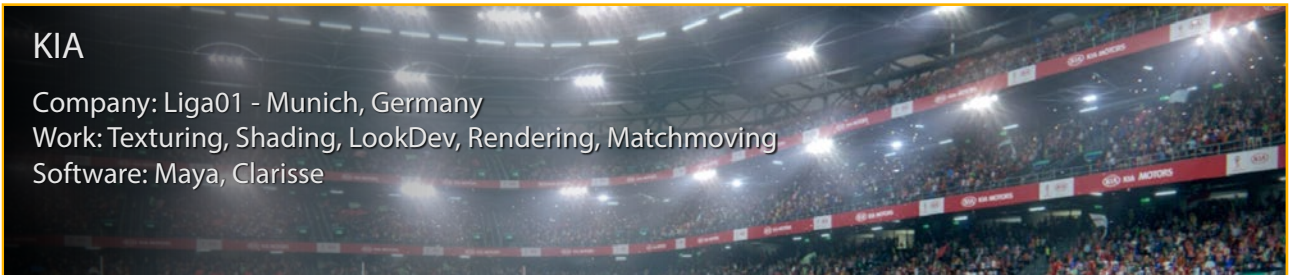
Toyota Camry

Company: machenschaft.com - Munich, Germany
Work: Matchmoving
Software: PFTrack, Maya



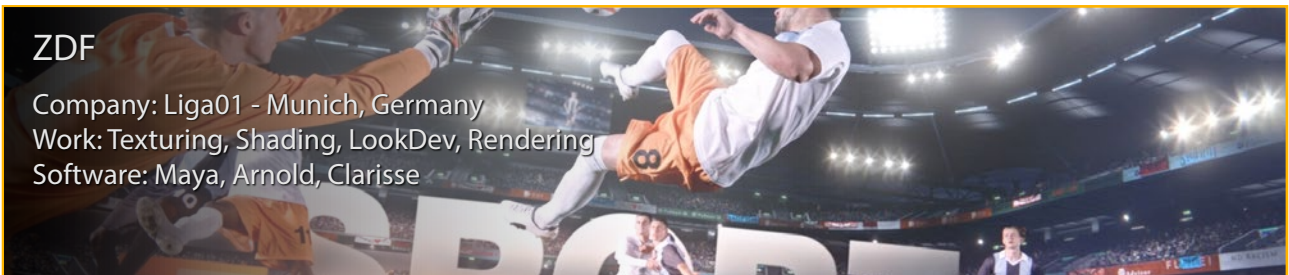
KIA

Company: Liga01 - Munich, Germany
Work: Texturing, Shading, LookDev, Rendering, Matchmoving
Software: Maya, Clarisse



ZDF

Company: Liga01 - Munich, Germany
Work: Texturing, Shading, LookDev, Rendering
Software: Maya, Arnold, Clarisse



Becel

Company: nhb - Hamburg, Germany
Work: Texturing, Shading, Rendering
Software: Maya, Arnold



Hocus Puzzle

Company: nhb - Hamburg, Germany
Work: Matchmoving
Software: PFTrack

