ROMAIN JOLY | 3D-ARTIST

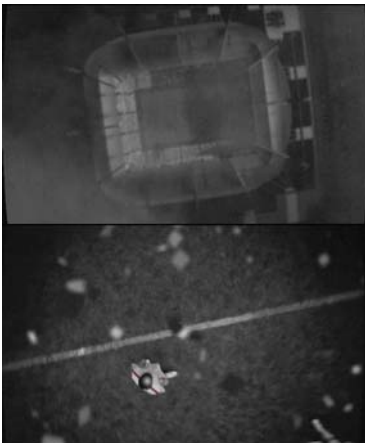## Showreel 2009 Breakdown (2005 - 2009)

Coins Intro – Private Work (2009)

Modeling, Texturing, Lighting, Rendering *(Maya)*
Simulation *(RealFlow)*
Compositing *(Fusion)*

Smart Youtube – Internal Commercial - Locomotion (2009)

Animation, Lighting, Rendering *(Maya)*
Compositing *(Fusion)*

Ursus – TV Commercial - Locomotion (2009)

Modeling, Texturing of the environment *(Maya)*
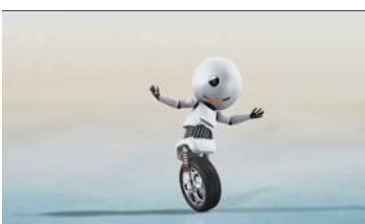Particles for the confettis *(Maya)*

Dash Jewels – TV Commercial - Locomotion (2008)

Modeling, Lighting, Shading, Rendering of the drops *(Maya)*

Braun Simply Series 7 – TV Commercial - Locomotion (2009)

Lighting, Shading, Rendering *(Maya)*

Ford Rob – Company Internal Suggestion - Locomotion(2009)

Lighting, Shading, Rendering *(Maya)*

Jagermeister – Internal Project - Locomotion (2009)

Modeling of the bottle *(Maya)*
Shading, Lighting, Rendering *(Maya)*

o2 Space Tag On – TV Commercial - Locomotion (2005)

Shading, Lighting of the mobile phone *(Maya)*

Yofibra – TV Commercial - Locomotion (2008)

Modeling, Rigging, Texturing, Shading, Lighting of the butterfly *(Maya)*
Camera Tracking *(Boujou)*

Calgon – TV Commercial - Locomotion (2008)

Modeling, Texturing, Shading, Lighting, Rendering of the packs *(Maya)*

Vanish – TV Commercial - Locomotion (2008)

Texturing, Shading, Lighting, Rendering *(Maya)*

Kikkoman – TV Commercial - Locomotion (2009)

Shading, Lighting, Rendering   *(Maya)*

Mazda – TV Commercial - Locomotion (2009)

Base geometry modeling and tracking   *(Maya)*

o2 Data Lothar – TV Commercial - Locomotion (2006)

Particles for the confettis *(Maya)*
Tracking *(Boujou)*
Support *(Shake, Photoshop)*

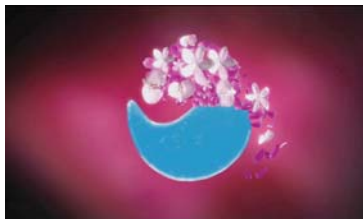**o2 Veronika Non Stop – TV Commercial - Locomotion (2005-2006)**

Texturing, Shading, Lighting, Animation, Rendering *(Maya)*
Particles for the bubbles *(Maya)*

Wrigleys Airwaves – TV Commercial - Locomotion (2006)

Modeling, Texturing, Shading, Animation, Lighting, Rendering *(Maya)*

Dash 2in1– TV Commercial - Locomotion (2008)

Modeling, Texturing of the flowers *(Maya)*

Lenor Value – TV Commercial - Locomotion (2009)

Modeling, Texturing, Shading, Lighting, Rendering *(Maya)*

Centrum – TV Commercial - Locomotion (2008)

Modeling, Texturing, Shading, Lighting, Rendering *(Maya)*

Centrum – TV Commercial - Locomotion (2008)

Modeling of some fruits variations   *(Maya)*
Creation of different fruits textures   *(Photoshop)*
Shading, Lighting, Rendering   *(Maya)*

RTL Supertalent – TV Commercial - Locomotion (2009)

Modeling of buildings for texture projection *(Maya)*
Look development for the meteors   *(Maya, Photoshop, Fusion)*
Texture creation for buildings and street objects *(Photoshop)*
Modeling of buildings and street objects *(Maya)*
Rendering of meteors and stars *(Maya)*

Deutsche Oper – TV Commercial - Locomotion (2005)

Bridge Modeling *(Maya)*

Smart – Idea Development - Locomotion (2009)

Shading, Lighting, Rendering *(Maya)*

Coins Outro – Private Work (2009)

Modeling, Texturing, Lighting, Rendering *(Maya)*
Simulation *(RealFlow)*
Compositing *(Fusion)*