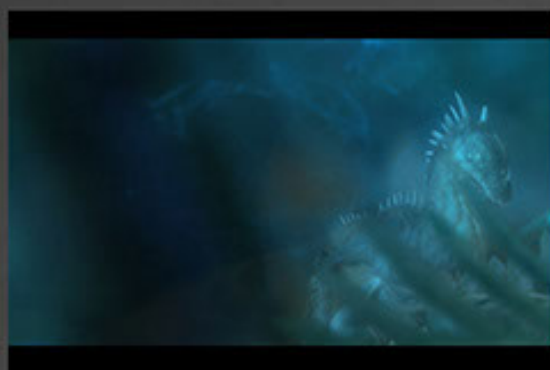


Michele Bertolini

- showreel breakdown

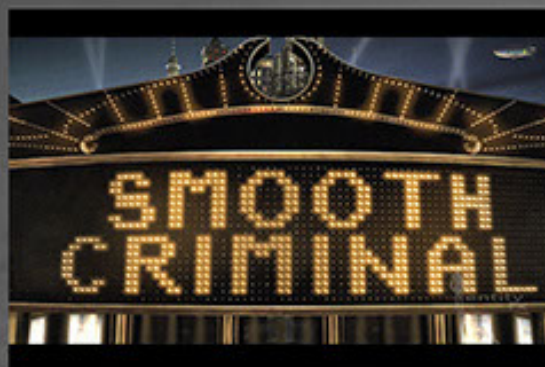


shot 01
dragonfly

texturing, shading, animation

shot 02
smooth criminal marquee

scripting for explosion
temporization, particles and
dynamics, shading



shot 03
MUD - Netherlands stage

Lead Artist on the whole
project, pipeline setup, shading,
texturing for this stage and
vegetation on whole project



shot 04
WRC3

FXArtist, vegetation shading,
general performance check and
problem solving for shading
and lighting on whole project



Michele Bertolini

- showreel breakdown



shot 05
MUD - USA arena stage

texturing, shading, technical animator
on the whole project

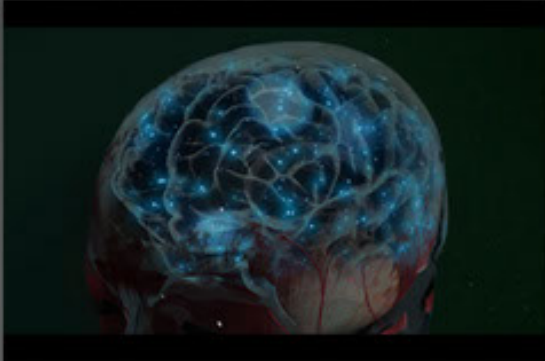
shot 06
MUD - Great Britain stage

environment modeling,
texturing, shading



shot 07
brain

Shading, texturing, lighting



shot 08
god's hand

personal piece



Michele Bertolini

- showreel breakdown



shot 09
WRC3 Finland stage

environment modeling, texturing,
shading, particles, vegetation shading

shot 10
space monger

personal piece



shot 11
white swan

modeling



shot 12
p51 flyby

modeling, texturing, shading
matte painting, animation



shot 13
MUD arena great britain

environment modeling, texturing,
shading, particles, vegetation shading

