



„Eagle“ 2011

Modeling and Texturing : Cliff and Eagle

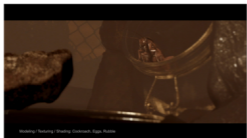
Software used: Maya / Zbrush / Topogun



„Eagle“ 2011

All Aspects

Software used: Maya / Zbrush / Topogun



„Ecliptic“ Shortfilm 2011

Modeling / Texturing / Shading of the
Cockroach, Eggs and the Rubble

Software used: Maya / Zbrush / Photoshop



„Ecliptic“ Shortfilm 2011

Modeling / Texturing / Shading / Lighting of
the Cockroach and all the building details

Software used: Maya / Zbrush / Photoshop



„Cockroach“ 2011

All aspects

Software used: Mentalray / Zbrush / Photo-shop



„Forgotten Temple“ 2011

Modelling Temple

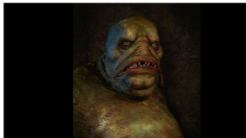
Software used: Maya / Zbrush /



„Jesus“ 2011

All aspects

Software used: Maya / Zbrush



„Deep One“ 2011

All aspects

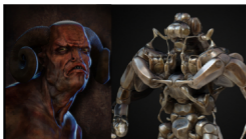
Software used: Zbrush / Photoshop



„The Kiss“ 2010

All aspects

Software used: Mentalray / Zbrush / Photo-shop



„Ram & Mechanoid “ 2011

All aspects

Software used: Zbrush / Photoshop



Drawings 2010

Pencil on Paper



„Simona & Detail of Mareike“ 2008 & 2002

Marble Lifesize