Marcel Knuedeler

Diplom-Designer fh
3D Animation & Vfx Artist
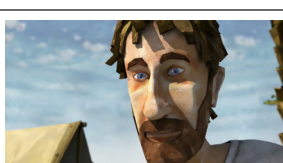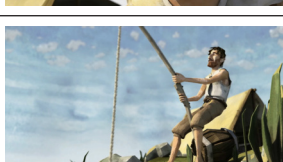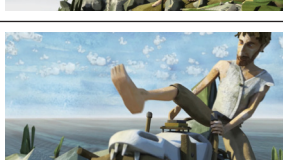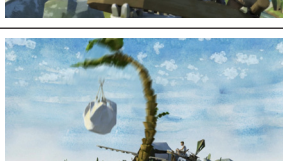
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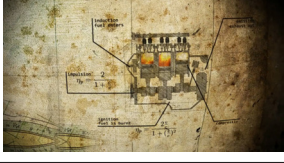
Shot breakdown

Demo Reel 2014

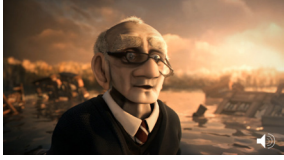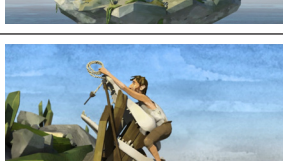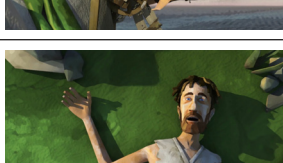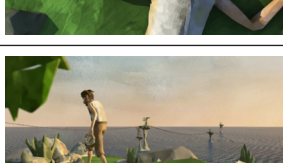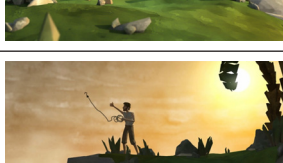| Picture	Description
	0:00:03-1:06:19 Tea Time (Animated Short, 6:57, Diploma Thesis, 2013) credits: Marcel Knüdeler, Thomas Schienagel, Marie Kister, Wilfried Pollan This project was done in team work in all stages of production, including story and concept. In the reel those shots are shown where I was responsible for the major part of the work, unless declared otherwise. Software used: Maya (all 3D tasks, nParticles, Fluids), Mental Ray (Passes), Dynamica Bullet Rigid Body Simulation, After Effects.
	Character Animation, Modeling, Shading, Rigid Body Simulation, Particle Dynamics, Lighting, Rendering, Compositing
 	Modeling, Shading, Rigid Body Simulation, Particle Dynamics, Lighting, Rendering, Compositing
	Modeling, Shading, Rigid Body Simulation, Particle Dynamics, Lighting, Rendering
	Character Animation, Modeling, Shading, Rigid Body Simulation, Particle Dynamics, Lighting, Rendering
	Character Animation, Modeling, Shading, Rigid Body Simulation, Particle Dynamics, Lighting, Rendering
	Character Animation
	0:44:18-1:03:07 Modeling, Shading, Rigid Body Simulation, Particle Dynamics, Lighting, Rendering, Compositing, Character Animation (Part)

Shot	Description
	Modeling, Shading, Lighting, Rendering, Compositing
	Vfx for "Die Rebellin", © ZDF/ndF, at ARRI Vfx, Munich I was responsible for modeling, shading, animating and rendering the paper plane, as well as modeling and texturing the Empire State Building (Software: Maya)
	Vfx for "In einem wilden Land" © Sat1, at Prophecy FX, Berlin Responsible for: Modeling, Shading, Lighting, Rendering (3dsMax), Compositing (Nuke).
	Image Clip for "Spielwarenmesse Nuremberg", 2011, at DieCowboys Responsible for: Complete visualisation of the project (Software: Maya, After effects)
	TV Opener "CCTV Dialogue Rebrand", 2013, for Prophecy FX, Berlin Involved in: Look Developement, Modeling, Shading, Animation, Rendering (3dsMax, Vray), Compositing (After effects)

Shot	Description
	1:48:15-3:01:13 Gone Fishin' (Animated Short, 2011, university project) credits: Marcel Knüdeler, Rosa Niclas Mainly responsible for: Concept and complete visualisation Software used: Maya (Cloth, Hair, Dynamics), Mental Ray, After Effects

Shot	Description
	Neverest Best Brands Ranking, for ARRI Commercial, 2009, Munich Responsible for: Modeling, Shading, Animation, Rendering the letters
	Cinematic Trailer Ohmrolle, 2009, University Project Responsible for: Complete project
	Cinematic Advertisement "Freiheitshalle Hof", 2012, at DieCowboys Responsible for: Complete Visualisation (Maya, After effects)
	Title Design "Blackout", 2009, university project credits: Marcel Knüdeler, Florian Werzinski, Ingo Polster Mainly involved in: Complete Visualisation (Maya, After effects)
	Vfx for Music Video "Outbreak" 2008, university project Responsible for: Modeling, Shading, Rendering, Compositing (Maya)