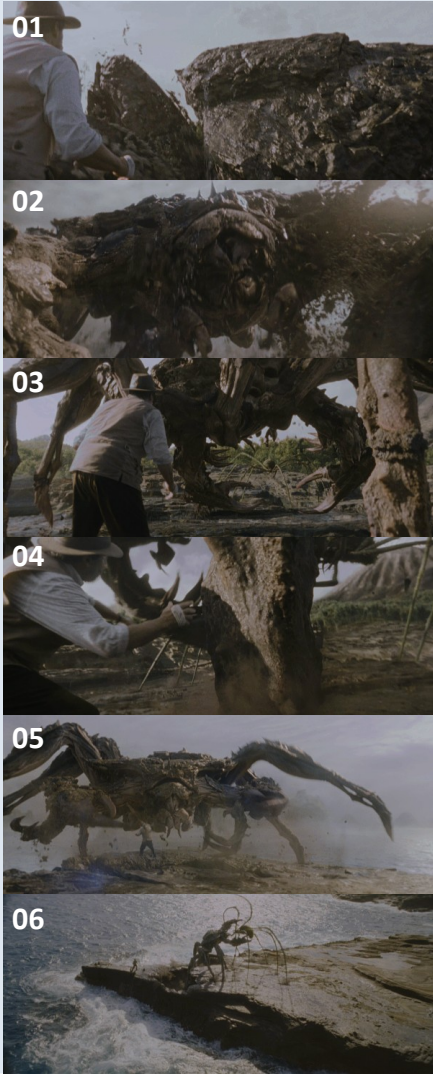


CRAB CREATURE – LOOK DEVELOPMENT

Including very detailed displacement for close-ups. I provided a great number of masks to the lighting department for tuning every important detail.



DIGITAL CAR – LOOK DEVELOPMENT

This digital car was used to replace the one used on set. Photographs of a hero car (crashed during the filming) were used as a reference. I provided many extra masks to fine tuning every detail.



DIGITAL HELICOPTER – LOOK DEVELOPMENT

This digital version of the helicopter (exterior/interior) was used on many shots in full. The real helicopter body used on some of the close-up shots was completed with the digital version.



ROOF ELEMENTS – LOOK DEVELOPMENT

Water tanks, AC rooftop unit and skylights used in several shots.



ENVIRONMENT – LOOK DEVELOPMENT

Awnings (including close-up) and some of the background buildings. These buildings were used as a replacement of modern buildings or to complete the background as a vertical set extension.



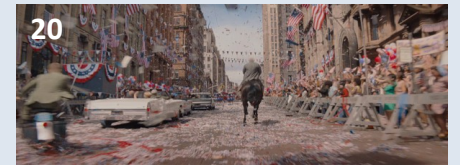
BUILDINGS – LOOK DEVELOPMENT

Several buildings in the background.



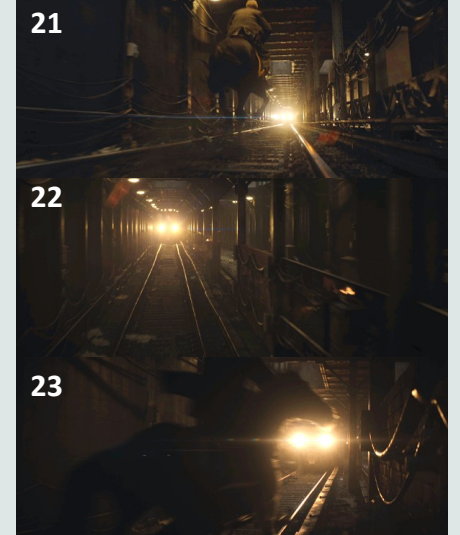
BUILDINGS, CROWD – LOOK DEVELOPMENT

Several buildings and digital doubles (crowd).



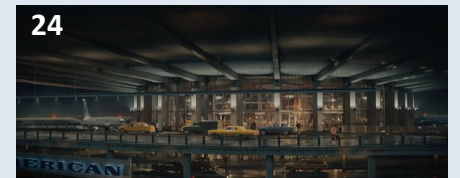
ENVIRONMENT ELEMENTS – LOOK DEVELOPMENT

Several elements on the median strip, including brick wall, electrical boxes, metallic structure and cables.



ENVIRONMENT ELEMENTS – LOOK DEVELOPMENT

Airplanes, blue car and large cab. I rebuilt the shader for the rounded cab. I also worked with a variety of luggage for the digital crowd.



ENVIRONMENT ELEMENTS – LOOK DEVELOPMENT

Large cab and airplane (partially visible) and street lights on the car park. I rebuilt the shader for the rounded cab (fully visible).



SPACE SHIP (BENATAR) – SHADING

Textures were provided by another studio.



SET EXTENSION – LOOK DEVELOPMENT

Using a generic shader already assigned to the ground extension, I added a great amount of details using mostly procedural techniques. I also created shaders for the trees.

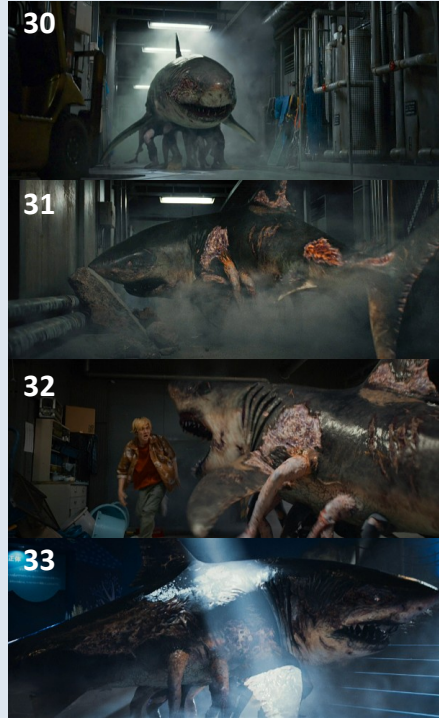




ENVIRONMENT ELEMENTS – TEXTURING
 Many static caravans, a digital version of the mobile caravan and the food trailer, plus other environment elements including solar panels, wind mills, debris chutes and parabolic antennas.

ENVIRONMENT – LOOK DEVELOPMENT
 Truck, whole floor and close buildings (left / right).

ZOMBIE SHARK – TEXTURING
 The client had a previous version and wanted a more detailed work. After the first meeting they asked me to redo the texturing from scratch and provided me only with a displacement map.



SET EXTENSION – TEXTURING
 Top half of the dry dock including the measuring poles. I did a digital version of the whole dry dock, with emphasis on the inside where many shots were planned. At the end it was used only in the distance.

ASPHALT – LOOK DEVELOPMENT

TANK VEHICLE – TEXTURING
 This is a very detailed digital version of the real hero tank-like vehicle, to be used in many shots and some close-ups.



HOUSE EXTERIOR – LOOK DEVELOPMENT
 Whole house exterior (excluding plants).

HEART – TEXTURING
 This was a digital replacement of a physical prop. I provided very detailed textures to the shading artist, including many masks to tuning important areas (with emphasis on the veins).

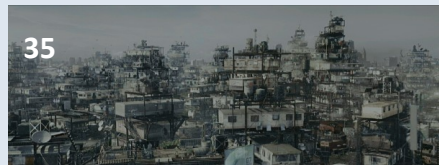


ENVIRONMENT ELEMENTS- LOOK DEVELOPMENT
 Parcels, trolley and park fences (granite/metal).

BUILDINGS – LOOK DEVELOPMENT
 buildings on the right along the whole shot, excluding scaffolding.

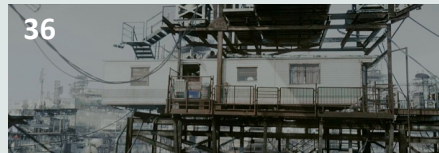
BUILDINGS – LOOK DEVELOPMENT
 Most of the buildings (except on the background left).

ENVIRONMENT ELEMENTS – TEXTURING
 Many static caravans and other environment elements including solar panels, wind mills, debris chutes, parabolic antennas and outdoor heaters.



BUILDINGS – LOOK DEVELOPMENT
 Some of the buildings . I made a good number of buildings which were used in many shots on different areas of Brooklyn.

SET EXTENSION – TEXTURING
 I worked on the structural part of the set extension, starting on the beams at the caravan level and all the way up. This includes the beams, metallic stairs and wooden floor.



TRUCK- LOOK DEVELOPMENT

BUILDINGS – LOOK DEVELOPMENT
 Both buildings behind the bus.