

Breakdown Sheet Showreel Florian Linner 2008 (linez@linez3d.com)

Seqt#	Task	Software	Project
01	Character Rigging, Cloth, Prop Rigging (e.g. Rollercoaster)	Maya	Urmel voll In Fahrt
02	Character Rig	Maya	Das Wunder von Loch Ness
03	Rigging the Car	Maya	Das total verrückte Wunderauto
04	Modeling, Rigging, Facial-Shapes-Modeling	Maya	Mission Maulwurf
05	Cloth-Setup, Cloth-Simulation	Maya, Syflex	Hui Buh
06	Log Centipede Rigging	Maya	King Kong
07	Scripting a BlendShape Authoring Tool, which was used for all the facial BlendShapes	Maya	King Kong
08	Rigging the Ship, rope and boom dynamics. Digi Double Cloth Simulation	Maya	King Kong
09	Digi-Doubles Rigging, Cloth-Simulation	Maya, Syflex	King Kong
10	Cloth-Simulation, Cloth-Tailoring, Facial-Shapes-Modeling	Maya, Maya-Cloth	Back To Gaya
11	Motion Capture based Facial Setup	Maya	FMX Trailer Research Project Filmakademie
12	Modeling, Rigging, Facial-Shapes-Modeling, Cloth	Maya	Back To Gaya
13	Modeling, Rigging, Facial-Shapes-Modeling	Maya	Back To Gaya
14	Modeling, Rigging, Facial-Shapes-Modeling	Maya	Back To Gaya
15	Modeling, Rigging	Maya	Back To Gaya
16	Modeling, Rigging	Maya	Back To Gaya
17	Rigging, Facial-Shapes-Modeling	Maya	Back To Gaya
18	Complete Shot	Maya, Shake	The Biggest Step
19	Complete Shot	Maya, Shake	The Biggest Step
20	Complete Shot	Maya, Shake	The Biggest Step
21	Rigging, Mocap	Vicon, Filmbox, Maya	Random House
22	Mocap	Vicon, Filmbox, Maya	The Biggest Step
23	Mocap, Rigging	Vicon, Filmbox, Maya	Was Ist Was TV
24	Facial-Shapes-Modeling	Maya	E-Sha Music Video