

## 2009 Showreel Shotlist

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### Let the Right One In

*Feature Film*

The effects in this scene can roughly be broken up into three parts:

- Transition from actress to burning puppet
- Removal of puppeteer
- Extra fire from separate plate

In addition to this there was some minor paint fix, and light rays from the window.



### EDP "Renováveis"

*Television ad for Portuguese power company*

I did the 3D butterflies as well as the composite.



### Tele2 "Space"

*Television ad for Dutch Tele2*

Fairly straight forward comp of 3D passes and elements. The 3D was done by the skilled crew at Milford Film & Animation.



### Betsson "The Kife"

*Television ad for online gambling company Betsson*

Supervised the production from shoot to delivery. Did some of the 3D work

- mainly texturing, shading and lighting - and all of the comp. Most modelling and additional texturing and shading were done by Greger Pihl and Johan Gabrielsson.



### Pedras "The Factory"

*Television ad for Portuguese bottled water*

The backplate was a still image which I graded and animated. Added furnaces, bottles and 3D squirrels. 3D by Mattias Forsström and others at Fido Film.



### Tools "MrO"

*Business to business featurette for B&B TOOLS*

Modeled, shaded, lit, rendered and comped the environment. Concept art and textures by Levente Peterffy. Character (not that you see much of him in this shot) by Magnus Pastuhoff, Magnus Eriksson, Johan Gabrielsson, and others at Fido Film.



### Viking Line "Mallard"

*Television ad for cruise company Viking Line*

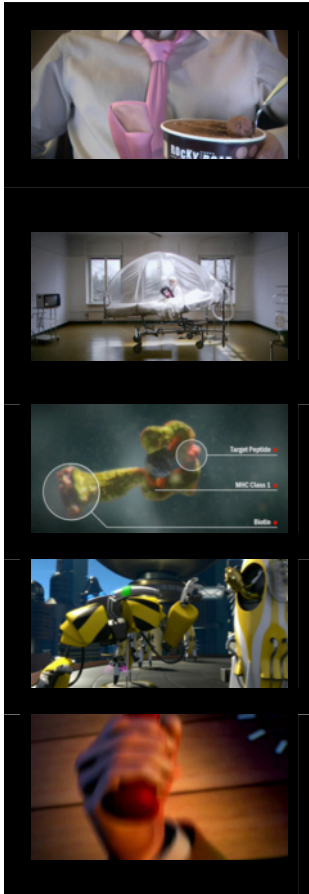
Comped the 3D bird and rock. Got some really crappy DV footage to place outside the window, which had to be projected.



### Let the Right One In

*Feature Film*

Cleaned up the plate and added the 3D egg puzzle. No supervisor was present at the day of shooting, so in lieu of a light probe I had to model and camera map the entire scene for reflections. Extensive look development was done on the simulation, with very specific requests forcing me to deviate from physical correctness. By the time the animation was approved, the director had gotten accustomed to my temp shading and lighting, which ended up being used in the final shot. Go figure.



### **GB "Tie"**

*Television ad for ice cream manufacturer GB Glace*

Ended up being pretty much a solo gig. I supervised the shoot and did all the 3D (except some animation changes by Staffan Linder) as well as the comp.

### **Pirret**

*Feature Film*

The bed was supported from beneath by a massive rig held up by eight guys. Used a cleanplate of the room without the bed to for rig removal, but had to paint my own plate for the bed shadow. Animated a 3D bed to help generate the shadow mask. Some rotoscoping by Martin Malm.

### **Tetramer**

*Medical visualisation for Beckman Coulter*

The brief was to make it look as if suspended in liquid and filmed through a microscope. 3D by Jonas Törnros.

### **Tele2 "Space"**

*Television ad for Dutch Tele2*

Same as above.

### **Boxer "Robertman"**

*Television ad for digital TV distributor Boxer*

Just added it to round off the reel. All I did on that shot was light it.