

Jasper van Nieuwenhuizen

Demo Reel Breakdown

1. *Krab & Meeuw* animated series (trailer)

I co-developed the concept, modeled the characters (Blender), rigged everything, animated a few shots (Maya), developed the claymation look, did the lighting, shading and rendering (Mental Ray/Maya) and did the compositing (Blender).

2. Commercials for the *BERG Buzzy* and *BERG Elite+*

I converted the SolidWorks models and did some cleanup on them, made a simple rig for the Buzzy (Maya), created some Python scripts to easily export the animation from Maya to Blender, did the lighting, shading and rendering in passes (Cycles/Blender) and made camera exports for the compositor.

3. Commercials for the *Utrechtse Bazaar*

I retopo-ed the characters (Blender), did the rigging (Maya), did a camera projection for the highway shots and did the lighting, shading and rendering (Mental Ray/Maya) and compositing (Nuke).

4. *Life is Beautiful* animated short

I did all the rigging, some scene assembly for the crowd shots, the dynamics of the single hair, animation cleanup, Python scripts to automate parts of the pipeline and to import and cleanup crowd animation provided by another studio, general trouble shooting (Maya, Python, Blender), made camera exports for the compositor, render wrangling and parts of the project management.

5. Commercial *CPH*

I did some model cleanup, the rigging (Maya), created an export/import pipeline from Maya to Blender and did the lighting, shading and rendering in passes (Cycles/Blender).

6. Commercial *Migros - Intermodal Banana*

I did camera mapping for the environment, most of the animation and the lighting, shading and rendering (Mental Ray/Maya).

7. Commercial *Coolport*

I did some model cleanup and scene assembly, created some simple Python scripts to speedup the workflow (Maya, Python), made and rendered the animated flow lines (Blender) and did general trouble shooting.

8. *Terp* animated short

I wrote the original idea and co-wrote the final draft; did the concept, modeling (Blender) and rigging (Maya) for the aircrafts, tricycle and postman and some animation.

9. Corporate films *M3*

I did some remodeling of M3 (the robot), the rigging, some animation and animation cleanup (Maya), some environment modeling (Blender), imported the motion graphics from Cinema4D in Maya, render wrangling, created a tool to easily create render files from the animation files with all the correct render layers and passes set which immensely sped up the render workflow (Python, Maya) and did general trouble shooting.