

Breakdown Marco Manzini

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Reel: www.marcomanzini.net

Resume: www.marcomanzini.net/resume.pdf

Breakdown: www.marcomanzini.net/breakdown.pdf

Letters of Recommendation: www.marcomanzini.net/recommendation.pdf

Breakdown

Modeling, Texturing/Shading, Lighting/Rendering



Roof (full-CG stereoscopic) www.marcomanzini.net/roof

Softwares:

Maya, Photoshop, Capture NX, Mental Ray, Vue, AE, MagicBullet

Production:

- Poly modeling, texture taken from pictures fixed and painted in Photoshop
- Shaded with Mental Ray mia_material
- Directional light + volumetric light



Greenock (full-CG stereoscopic) www.marcomanzini.net/greenock

Softwares:

Maya, Photoshop, Zbrush, Mental Ray, Digital Fusion

Production:

- Poly modeling, asphalt done with Zbrush, crack image base model
- Texture painted with Photoshop
- Shaded with Mental Ray mia_material, mi_metallic_paint
- Displacement and Normal Maps for the asphalt



Still in Life? (full-CG stereoscopic) www.marcomanzini.net/still_in_life

Softwares:

Maya, Photoshop, Zbrush, Mental Ray, Digital Fusion

Production:

- Poly modeling, Zbrush used for fine details (banana, grape branch)
- Each grape is a blendshape, done with Zbrush
- Grape shaded with a procedural and animated MR MISSS
- The texture of the banana is an animation made of 6 pics taken from a real peel
- Directional Light + FG
- Flyng Dust done with particles in Maya, comp in Digital Fusion