

Shot Breakdown



Client: ESA Space Transportation

Project: Ariane 5 James Webb Telescope launch

Description: Introduction aerial shot of the James Webb telescope launch on an Ariane 5 rocket in Kourou French Guiana.

Work: Matte painting, projections in Nuke & Maya, shading, lighting, launch pad was part stock. Rocket from previous productions.

Software: Maya, Nuke, Vray, Photoshop



Client: ESA Space Transportation

Project: Ariane 5 James Webb Telescope launch

Description: Ariane slowly lifting off the ground with cables falling back to the launch tower.

Work: Cables simulation, launch pad additional detail modelling / texturing / shading, animation, lighting, render, composite.

Software: Maya, After Effects, Vray, Photoshop



Client: ESA Space Transportation

Project: Ariane 5 James Webb Telescope launch

Description: Vulcain engine coming to life, marking the start of the launch sequence.

Work: Modelling & shading of Vulcain engine, adding detail on launchpad, water, flames & gas animation, render, composite.

Software: Maya, Nuke, After Effects, Vray



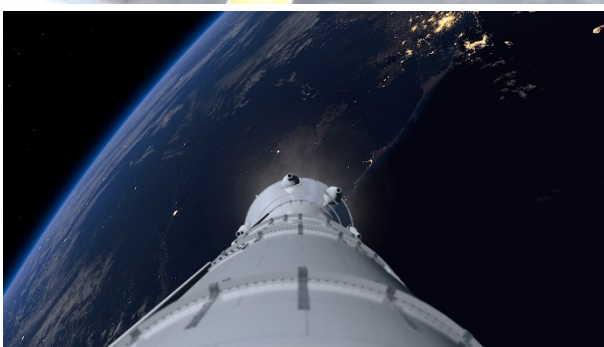
Client: ESA Space Transportation

Project: Ariane 5 James Webb Telescope launch

Description: Ariane soaring through the clouds.

Work: Animation, flames, lighting, render, composite.

Software: Maya, Nuke, After Effects, Vray, Photoshop



Client: ESA Science

Project: Lisa Pathfinder

Description: Close up of Vega launcher leaving the atmosphere with Korou in the background. It used to be a day time shot, but was converted to a night shot when the actual launch time was known.

Work: Model update, earth model, textures, lighting, animation, composite.

Software: Maya, Mental Ray, Nuke

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Client: ESA Earthobservation

Project: Sentinel 1

Description: Fairing opening sequence of the Sentinel 1 mission.

Work: Model update, shading, lighting, animation, composite. Satellite and earth model.

Software: Maya, Mental Ray, Nuke



Client: ESA Earthobservation

Project: Sentinel 5P

Description: Fairing opening sequence of the Sentinel 5P mission.

Work: Rocket model update, shading, lighting, animation, composite. Satellite and earth model.

Software: Maya, Mental Ray, Nuke



Client: ESA Science

Project: Solar Orbiter

Description: Separation of Solar Orbiter from Atlas IV rocket with the location of the ground station in the background.

Work: Complete shot. Model, texture, lighting, animation, bg, composite.

Software: Maya, Vray, Nuke



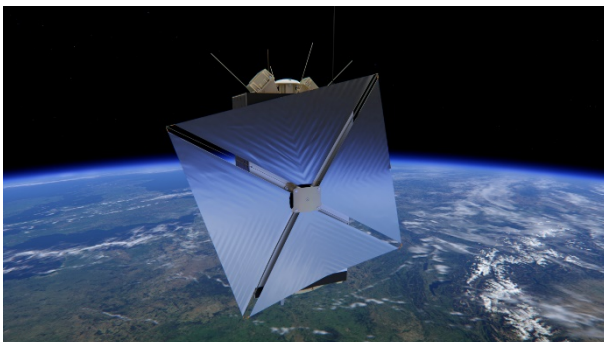
Client: ESA Earthobservation

Project: Sentinel 1

Description: Separation sequence of the Sentinel 1 satellite as seen from within the upper stage of a Soyuz rocket.

Work: Complete shot. Model, earth, texture, lighting, animation, bg, composite.

Software: Maya, Mental Ray, Nuke



Client: ESA Education

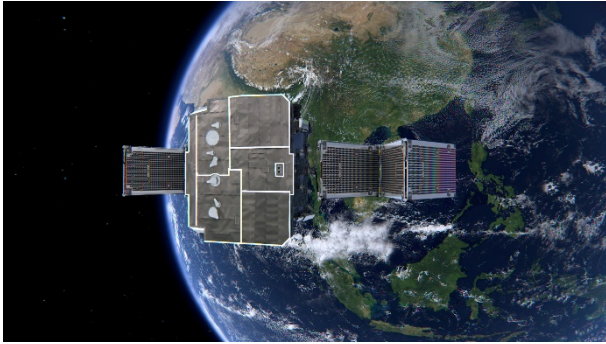
Project: ESEO

Description: Opening of deorbiting mechanism of the European Student Earth Orbiter. The sail interacts with the trace particles of the upper atmosphere to deorbit.

Work: Complete shot. Model, Earth model, rigging, animation, lighting, compositing.

Software: Maya, Vray, Nuke

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Client: ESA Science

Project: Solar Orbiter

Description: Solar Orbiter opening its solar array while leaving earth.

Work: Complete shot. Model, texture, lighting, animation, bg, composite.

Software: Maya, Vray, Nuke



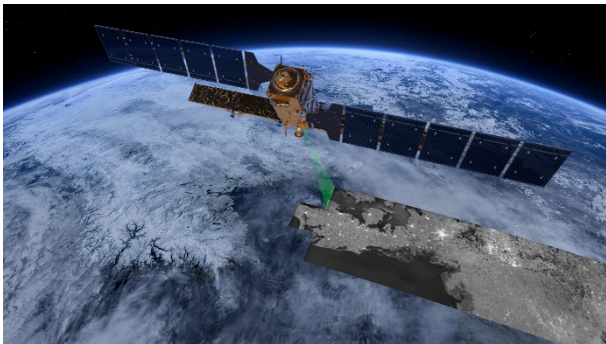
Client: ESA Earthobservation

Project: Sentinel 5P

Description: Solar panel opening sequence of the Sentinel 5P mission. Model and rig of the solar panels were done by a colleague. My work was the earth, animation, lighting and compositing.

Work: Bg earth model, lighting, camera animation, compositing.

Software: Maya, Mental Ray, Nuke



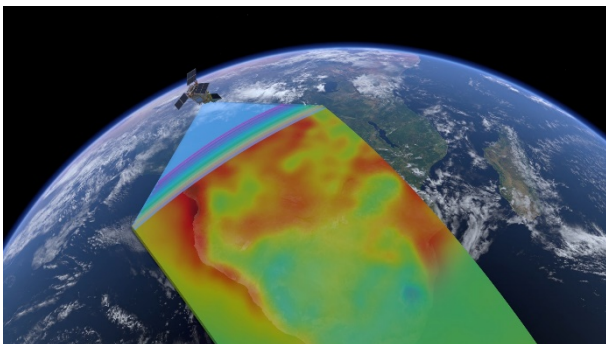
Client: ESA Earthobservation

Project: Sentinel 1

Description: Animation explaining that Sentinel 1 can see through the clouds.

Work: Complete shot. Model, texture, shading, rigging and animation of beam and results.

Software: Maya, Mental Ray, Nuke



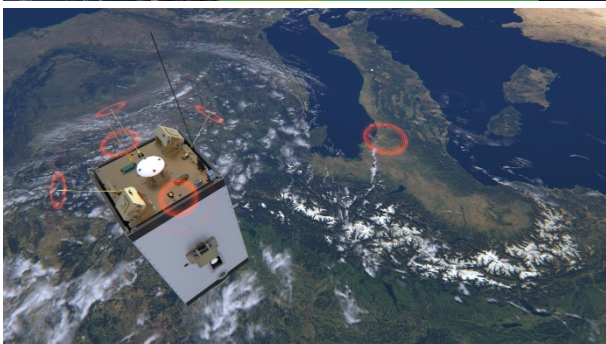
Client: ESA Earthobservation

Project: Sentinel 5P

Description: Orbit sequence of the Sentinel 5P satellite showing the resulting measurements on the ground. Satellite model done by colleague.

Work: Earth model, orbit animation, lighting, composite.

Software: Maya, Mental Ray, Nuke



Client: ESA Education

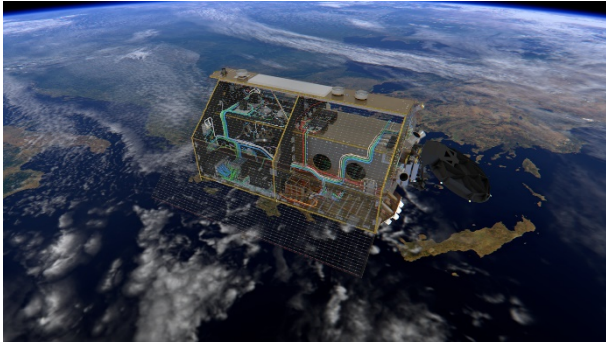
Project: ESEO

Description: Eseo communicating with its ground station: the University of Bologna, Italy.

Work: Complete shot, satellite model, background, lighting, compositing.

Software: Maya, Vray, Nuke

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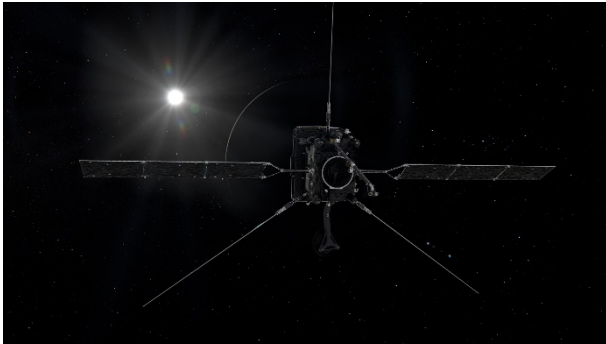
Client: Esa Earth Observation

Project: Sentinel 6

Description: Sequence showing Sentinel 6 from all angles (looping 360 animation), showing both the inside and outside of the satellite. In the background

Work: Complete shot. Model, texture, shading, animation, lighting, compositing.

Software: Maya, Vray, Nuke



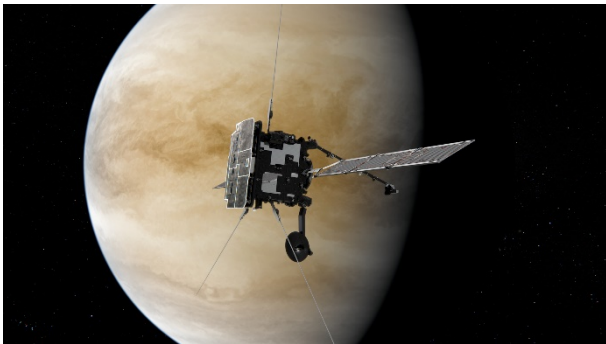
Client: Esa Science

Project: Solar orbiter

Description: Sequence showing Solar Orbiter. On its way to the sun the spacecraft uses several 'slingshot' manoeuvres of planets to reach its final orbit. Depicted here the 2nd Venus Gam. The animation uses a real flightpath and sun position.

Work: Complete shot, digital sun, model, texture, shading, animation, lighting, compositing.

Software: Maya, Vray, Nuke



Client: Esa Science

Project: Solar orbiter

Description: Sequence showing Solar Orbiter. On its way to the sun the spacecraft uses several 'slingshot' manoeuvres of planets to reach its final orbit. Depicted here the 2nd Venus Gam. The animation uses a real flightpath and sun position.

Work: Venus textures are from stock. Satellite model, texture, shading, animation, lighting, compositing.

Software: Maya, Vray, Nuke



Client: Esa Science

Project: Solar orbiter

Description: Sequence showing Solar Orbiter, a satellite designed to study our sun.

Work: Complete shot. Model, texture, shading, animation, lighting, compositing.

Software: Maya, Vray, Nuke



Client: ESA Science

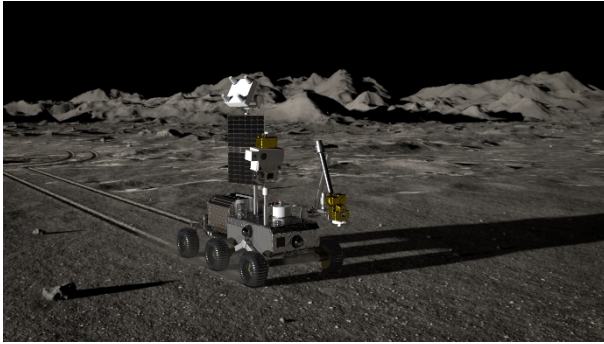
Project: Heracles

Description: Sequence of an animation about going to the moon.

Work: Complete shot, moon model & textures created from satellite data, animation, lighting composite.

Software: Maya, Vray, Nuke

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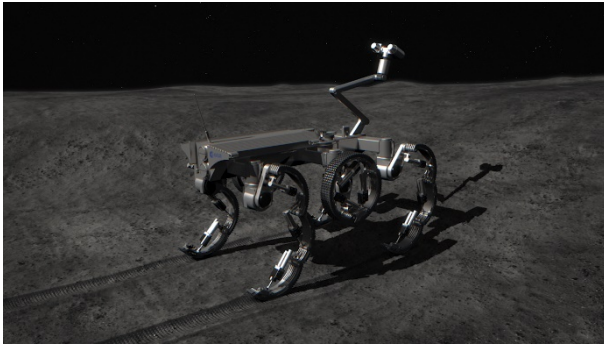
Client: ESA Science

Project: Heracles

Description: Part of an animation showing a rover on the lunar surface taking a sample.

Work: Complete shot, Model, Rigging, Terrain, Lighting composite

Software: Maya, Vray, Nuke



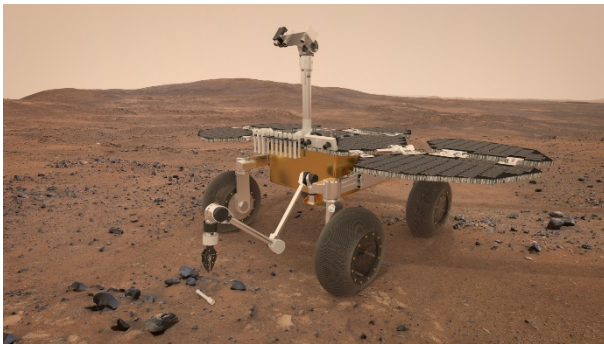
Client: ESA Human

Project: Xrob

Description: Mission study. Rover concept, which can unfold its wheels to navigate difficult terrain.

Work: Complete shot: Model, Rig, Tracks, Lighting Composite

Software: Maya, Mental ray, After effects



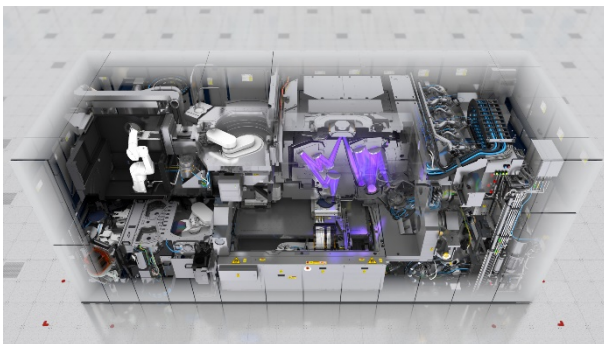
Client: Esa Science

Project: MSR

Description: Rover concept with flexible wheels for a mars sample return mission.

Work: Complete shot. Concept, model, rigging, shading, animation, lighting, compositing.

Software: Maya, Vray, Nuke



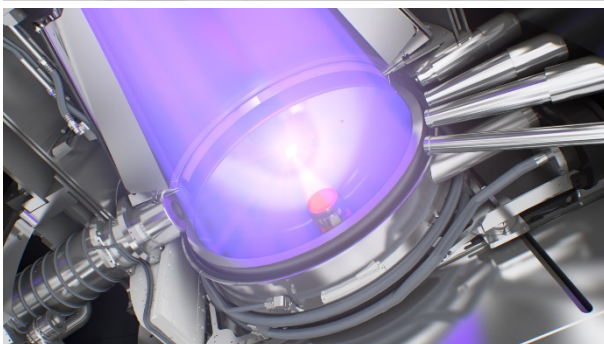
Client: ASML

Project: NXE Simplified

Description: Shot showing full NXE machine at work in one view. Special care was taken to view as much as possible. A 5m wide print was made from this view as well for display in the cleanroom of asml.

Work: Complete shot. Cad export, optimize model, bg model, rigging, animation, shading, lighting, render, composite.

Software: Maya, Mental Ray, Nuke



Client: ASML

Project: NXE Simplified

Description: Source explanation. First one laser flattens a molten tin droplet, then a second more powerful laser vaporizes it into plasma. The light is captured and focussed by the collecting mirror.

Work: Complete shot. Cad export, optimize model, rigging, animation, shading, lighting, render, composite.

Software: Maya, Mental Ray, Nuke

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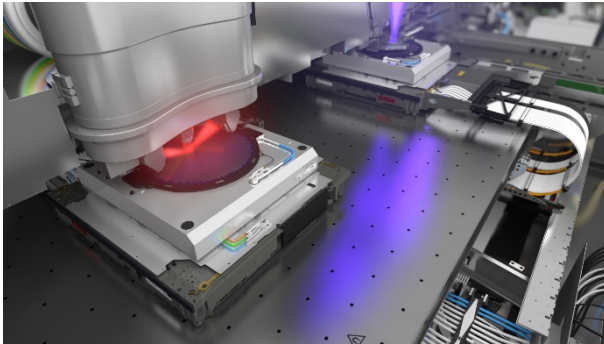
Client: ASML

Project: NXE Simplified

Description: Wafertable introduction. Shot to illustrate the wafertables are moving over a table containing magnets, without actually showing the magnets (for security / ip).

Work: Complete shot. Cad export, optimize model, rigging, animation, shading, lighting, render, composite.

Software: Maya, Mental Ray, Nuke



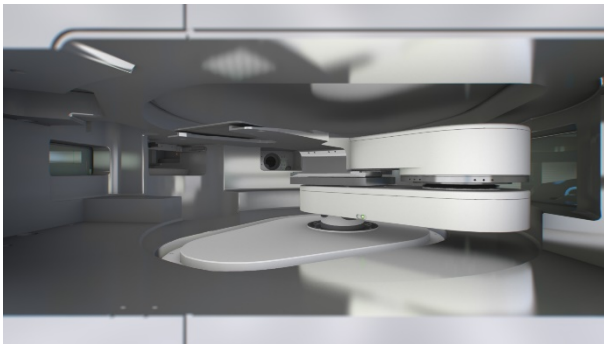
Client: ASML

Project: NXE Simplified

Description: Wafer table close up, with a view from the metrology side.

Work: Complete shot. Cad export, optimize model, rigging, animation, shading, lighting, render, composite.

Software: Maya, Mental Ray, Nuke



Client: ASML

Project: NXE Simplified

Description: Shot showing the reticle being fed into the reticle stage, through a vacuum air lock.

Work: Complete shot. Cad export, optimize model, rigging, animation, shading, lighting, render, composite.

Software: Maya, Mental Ray, Nuke



Client: ASML

Project: NXE Simplified

Description: Closing sequence.

Work: Complete shot. Cad export, optimize model, bg model, rigging, animation, shading, lighting, render, composite.

Software: Maya, Mental Ray, Nuke



Client: ASML

Project: Plc cleanroom

Description: Sequence showing a previz model created to show how a newly designed cleanroom was going to look.

Work: Complete shot. All models, cleanroom model from technical drawings, shading, lighting, render, composite.

Software: Maya, Vray, Nuke

Shot Breakdown



Client: ASML

Project: Plc cleanroom

Description: Sequence showing a previz model created to show how a newly designed cleanroom was going to look.

Work: Complete shot. All models, cleanroom model from technical drawings, shading, lighting, render, composite.

Software: Maya, Vray, Nuke



Client: ASML

Project: Plc cleanroom

Description: Sequence showing a previz model created to show how a newly designed cleanroom was going to look.

Work: Complete shot. All models, cleanroom model from technical drawings, shading, lighting, render, composite.

Software: Maya, Vray, Nuke