

## **George Krauter 2011 Reel**

### **Shot List and Breakdown:**

#### **00:00:07:15 Thor: Norwegian Village**

Responsible for texture painting and UV layout of all background buildings. Did some modeling and model cleanup of the buildings and some props. Maya, Bodypaint, and Photoshop were the main software used.

#### **00:00:15:21 Thor: Viking Boat**

Painted all maps for entire boat asset and created all shield designs. Set up UVs for whole asset and modeled all rigging with nurbs. Maya, Bodypaint, Headus' UV Layout and Photoshop were the main software used.

#### **00:00:18:06 Thor: Village Ice Storm**

Responsible for texture painting of all background buildings and many props and setup of their UV layout. Did some modeling and model cleanup of most of the buildings. Maya, Bodypaint, and Photoshop were the main software used.

#### **00:00:23:09 Thor: Jotunheim Planet**

Painted maps for both the icy landscape and clouds based on concept art. Also set up UVs. Maya, Bodypaint, and Photoshop were the main software used.

#### **00:00:27:28 Thor: Jotunheim City**

Responsible for matte painting of foreground walkway and side buildings on left and right. The rest of the matte painting was done by Nick Hiatt.

#### **00:00:36:09 Thor: Casket of Winters Pedestal**

Painted all maps for pedestal and created designs. Did UV layout for pedestal. Maya, Illustrator and Photoshop were used.

#### **00:00:41:00 Thor: Vault Environment**

Painted maps for entire vault environment and set up UVs. Maya, Illustrator and Photoshop were used.

#### **00:00:45:23 Tron Legacy: Rectifier Launch**

Painted all maps including many specialized specular and mix maps. Set up all UVs for Rectifier asset. This asset used over 100 maps. Also Painted all maps and set up UVs for docking tubes shown in Shot 8. Maya, Illustrator and Photoshop were used.

#### **00:01:19:03 Tron Legacy: Portal Bridge Landing**

Painted all maps including many specialized specular and mix maps. Set up all UVs for Portal Runway, Portal Engine, and Portal Bridge assets. Maya, UV Layout and Photoshop were used.

#### **00:01:27:08 Tron Legacy: Portal Chimney Stairs**

Painted maps to exactly match plate. Set up all UVs for Portal Chimney walls. Maya, UV Layout and Photoshop were used.

#### **00:01:30:25 Tron Legacy: Portal Engine & Bridge**

See 13 -14.

#### **00:01:44:29 Tron Legacy: Rectifier Closing In**

See 9-12.

#### **00:01:55:29 Battle: Los Angeles: Durango & Soldier**

Modeled both Durango and soldier to match set photos. Set up UVs and painted maps to match

plate and photos. Did lookdev on both. Used Maya, UV Layout, Bodypaint and Photoshop.

**00:01:57:14 Gulliver's Travels: Buildings**

Cleaned up and refined rough models in this sequence and painted textures for most of them. Used Maya, UV Layout, Bodypaint and Photoshop.

**00:02:32:06 Jonah Hex: Capitol Steps**

Matte painting of columns and background buildings at the end of the shot. Painted to match photos of the Capitol's steps and environs circa 1865. Maya, Bodypaint, and Photoshop were the main software used.

**00:02:37:16 Alice in Wonderland: Tulgey Woods**

Responsible for most of the layout of this entire sequence. Modeled and textured roughly half the trees. Maya, Bodypaint and Photoshop were used.

**00:03:02:29 GI Joe: Howler Landing**

Painted maps and set up UVs for most of the cave interior. Painted all maps of landing area, control bays, and props. Modeled many of the props. Sculpted entire cave with ZBrush. Did some lookdev for some of the assets here as well as some scene assembly. Maya, Photoshop, Zbrush, Illustrator, MayaMan all were used.

**00:03:37:14 Brighthouse Networks: commercial**

Texture paint of environments and props using texture reference objects and matte painting. Modeled smaller details on buildings in shot 55-56. Used Maya and Photoshop.

**00:03:46:27 Lincoln: commercial**

Modeling, textures and lighting of two shots for a Lincoln commercial. Used Lightwave, Photoshop and Nuke.

**00:03:48:29 Speed Racer: Two Races**

Texture paint of environments and props. Maya, Bodypaint and Photoshop were used.

**00:03:57:25 Personal Work: Dragon**

Responsible for entire shot. Modeled the base mesh and set up UVs in Lightwave, sculpted the details in ZBrush, baked occlusion maps in ZBrush, set up shading networks in Maya. Rendered in Maya with Mental Ray.

**00:04:08:14 Personal Work: Old Tools**

Modeled in Lightwave, Painted maps with Body Paint and Photoshop. Rendered with FPrime.

**00:04:16:14 One Night With the King: Desert March**

Responsible for modeling and texture mapping the columns with Lightwave, ZBrush and Body Paint. Set up UVs, created materials and painted textures for the grounds, half the tents, all of the siege towers, and many of the smaller props. Also did previz work for the early stages of the shot.

**00:04:27:16 One Night With the King: Palace**

Created Matte Painting in Photoshop following reference photos shot on location. Photoshop and Cinema 4D.

**00:04:36:01 One Night With the King: Palace Trench**

Textures, UVs, some modeling of foreground towers. C4D, Air, Cineman, Bodypaint and Photoshop.