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## **Reel 2016/01 Breakdown**

Below is an overview of the projects appearing on the animationreel along with my contribution to each.

1. „Risen 2“ - PiXABLE Studios (Client: Piranha Bytes)
  - animation (Maya)
2. Test Animations - Goodgame Studios
  - animation (Maya)
  - rigging (Maya)
3. Private Projects
  - animation (Maya)
  - rigging (Maya)
  - rendering (Maya)
4. Legends Of Honor - Goodgame Studios
  - animation (Maya)
  - rendering (Maya)
5. “Blackguards” - Daedalic Entertainment
  - animation (Softimage)
6. “Settler 7“ for PiXABLE Studios (Client: Blue Byte / Ubisoft)
  - animation (Softimage)