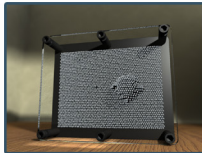


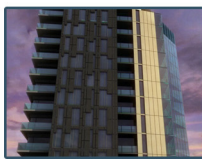
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SHOT #01:

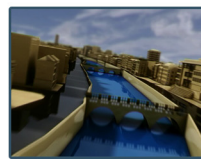
PIN-THING;
PERSONAL PROJECT;
DONE: MODELLING, TEXTURING,
SCRIPTING, ANIMATION,
RENDERING, COMPOSITING;

SHOT #02:

ANCIENT VISION TV SHOW;
HISTORICAL VISUALISATION;
DONE: TEXTURING,
ANIMATION, RENDERING,
COMPOSITING;

SHOT #03:

ELYSIAN CORK;
ARCHITECTURE;
DONE: TEXTURING, LIGHTING,
ANIMATION, RENDERING,
COMPOSITING;

SHOT #04:

DCC MYCITY;
MASSIVE VISUALISATION;
BUILT WOODEN MODEL OF BIG PART
OF DUBLIN CITY AREA;
DONE: BIG PARTS OF MODELLING;
TEXTURING, SCRIPTING, ANIMATION,
RENDERING, COMPOSITING,
SUPERVISION;

SHOT #05:

WHO DO YOU THINK YOU ARE;
TV PROMO;
DONE: PARTS OF MODELLING,
TEXTURING AND ANIMATION;
RENDERING AND COMPOSITING;

SHOT #06:

DCC MYCITY;
MASSIVE VISUALISATION;
BUILT WOODEN MODEL OF BIG PART
OF DUBLIN CITY AREA;
DONE: BIG PARTS OF MODELLING;
TEXTURING, SCRIPTING, ANIMATION,
RENDERING, COMPOSITING,
SUPERVISION;

SHOT #07:

MINERAL WATER BOTTLE;
INTERNAL RESEARCH PROJECT;
DONE: MODELLING, TEXTURING,
ANIMATION, RENDERING,
COMPOSITING;

SHOT #08:

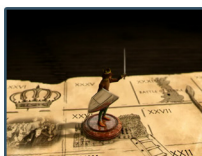
LIZARD;
PROJECT FOR COMPANY-REEL;
DONE: MODELLING, TEXTURING,
RIGGING/ANIMATION, RENDERING;

SHOT #09:

THE BIG MONEY GAME;
TV PROMO;
DONE: MODELLING, SHADING,
ANIMATION, RENDERING;

SHOT #10:

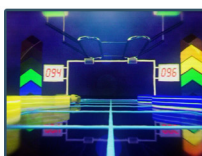
SHOE POLISH;
PRODUCT VISUALIZATION;
DONE: MODELLING, TEXTURING,
ANIMATION, RENDERING,
COMPOSITING;

SHOT #11:

MEDIEVAL DUBLIN;
STORY-TELLING WITH A GAME;
DONE: MODELLING, TEXTURING,
ANIMATION, RENDERING,
COMPOSITING;

SHOT #12:

HUI BOX;
COMMERCIAL;
DONE: MODELLING, TEXTURING,
ANIMATION, RENDERING,
COMPOSITING;

SHOT #13:

TOAST;
TV SHOW INTRO;
DONE: MODELLING, TEXTURING,
ANIMATION, RENDERING;

SHOT #14:

FLOODING OF DUBLIN;
EFFECTS-SHOT;
DONE: MODELLING, SHADING,
ANIMATION, RENDERING,
COMPOSITING;

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SHOT #15:

MEDIEVAL DUBLIN TIME EFFECT
VISUALISATION;
DONE: MODELLING, TEXTURING,
ROTSKOPING, ANIMATION,
RENDERING, COMPOSITING;

SHOT #16:

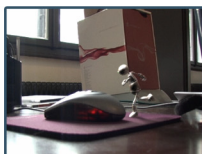
MEDIEVAL DUBLIN QUAYS
VISUALISATION;
DONE: PARTS OF MODELLING AND
TEXTURING;
ANIMATION, RENDERING,
COMPOSITING;

SHOT #17:

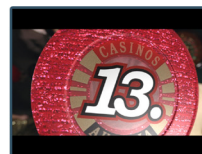
SONY ERICSSON W880I;
PERSONAL PROJECT;
DONE: MODELLING, TEXTURING,
ANIMATION, RENDERING,
COMPOSITING;

SHOT #18:

EYE-SCANNER;
IMAGEFILM;
DONE: GENERATED RAYS AND
SCANNER VIA COMPOSITING;

SHOT #19:

ROBOT;
PROJECT FOR COMPANY-REEL;
DONE: ANIMATION, RENDERING,
COMPOSITING;

SHOT #20:

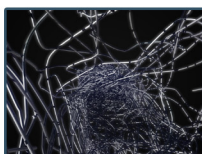
CASINO JETON;
COMMERCIAL;
DONE: MODELLING, TEXTURING,
ANIMATION, RENDERING,
COMPOSITING;

SHOT #21:

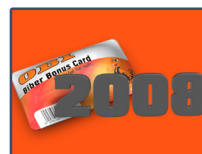
DURACELL BATTERIES;
COMMERCIAL;
DONE: MODELLING, TEXTURING,
ANIMATION, RENDERING,
COMPOSITING;

SHOT #22:

SUPRADYN;
COMMERCIAL;
PRODUCT REPLACEMENT;
DONE: MODELLING, TEXTURING,
ANIMATION, RENDERING,
COMPOSITING OF THE PACK OVER
PRE-EXISTING BACKGROUND;

SHOT #23:

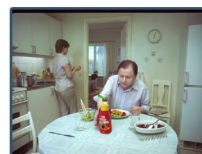
WIRE-LOGO;
PROJECT FOR COMPANY-REEL;
DONE: SCRIPTING TO ANIMATE
THE PATHS THAT WERE CREATED
WITH A DIFFERENT APPLICATION;

SHOT #24:

OBI;
COMMERCIAL;
DONE: ANIMATION, RENDERING;

SHOT #25:

NOKIA 3250;
COMMERCIAL;
DONE: MODELLING&TEXTURING
OF THE MOBILE PHONE,
ANIMATION, RENDERING;

SHOT #26:

FELIX KETCHUP;
COMMERCIAL;
PRODUCT REPLACEMENT;
DONE: MODELLING, TEXTURING,
RENDERING;

SHOT #27:

SUPRADYN-BATTERY;
COMMERCIAL;
DONE: MODELLING, TEXTURING,
ANIMATION, RENDERING,
COMPOSITING;

SHOT #28:

SONY ERICSSON W880I;
PERSONAL PROJECT;
DONE: MODELLING, TEXTURING,
ANIMATION, RENDERING,
COMPOSITING;

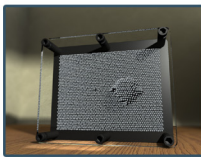
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SHOT #29:

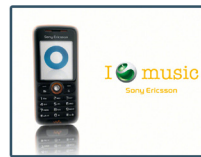
TALKING DOG;
INTERNAL RESEARCH PROJECT;
DONE: TEXTURING, TD FOR
PARALLEL WORKFLOW;

SHOT #30:

4FM LOGO ANIMATION
COMMERCIAL;
DONE: MODELLING, TEXTURING,
ANIMATION, RENDERING,
COMPOSITING;

SHOT #31:

PIN-THING;
PERSONAL PROJECT;
DONE: MODELLING, TEXTURING,
SCRIPTING, ANIMATION,
RENDERING, COMPOSITING;

SHOT #32:

SONY ERICSSON W200I;
PERSONAL PROJECT;
DONE: MODELLING, TEXTURING,
ANIMATION, RENDERING,
COMPOSITING;

SHOT #33:

NRJ VIP CARD;
COMMERCIAL;
DONE: MODELLING, TEXTURING,
ANIMATION, RENDERING,
COMPOSITING;