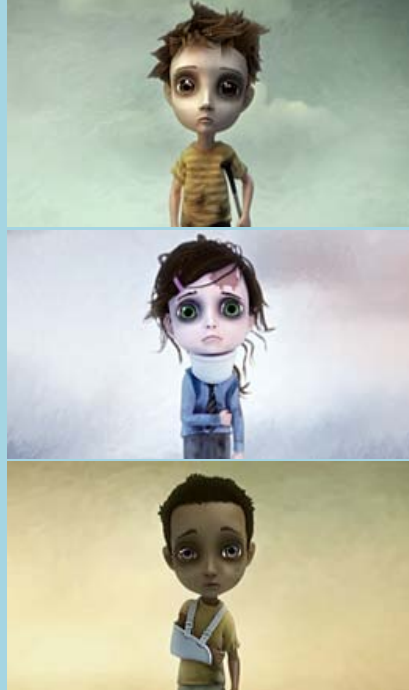



# José María Andrés Martín (ALZHEM)

## Table of Contents

	Nexus Productions (2008 - date)
	RealtimeUK (2006 - 2007)
	Personal Projects


### Jobs after the demoreel 2007

Project: Number & Name	Thumbnail	Responsibilities
<p>"Stop, Look and Listen", "Dress Bright" and "Safe Place to Cross" (Department for Transport)</p>		<ul style="list-style-type: none"> <li>Preparation of UVs and generation of displacement and normal maps with ZBrush</li> <li>Textures for some characters and props</li> <li>Shaders for almost every character and prop in the three ads</li> <li>Camera mappings for many shots</li> <li>Props modelling (hedges, roads, backplates, fences and gates, neck brace for Emily, etc.)</li> <li>R&amp;D for the camera maps, reflectors, refractive shaders and grass</li> <li>Lighting and rendering using V-Ray for the backgrounds</li> </ul>
<p>Pitch</p>		<ul style="list-style-type: none"> <li>Only artist responsible for the project:                             <ul style="list-style-type: none"> <li>- Modelling</li> <li>- Shaders</li> <li>- Lighting</li> <li>- Final render (V-Ray) and basic composition (Photoshop)</li> </ul> </li> <li>The pitch was done in 2,5 days</li> </ul>

<p>Royal Bank of Canada</p>		<ul style="list-style-type: none"> <li>• Textures and shaders for 95% of the whole project (producing tileable textures and efficient shaders): <ul style="list-style-type: none"> <li>- Responsible to make a material library storing the shaders and materials for the whole project</li> <li>- Preparation of more than thirty 512x512 tileable textures for a quick texturing process of all the characters and a maximum RAM efficiency.</li> </ul> </li> <li>• Props and backgrounds modelling (shelves, sushi bar, etc.)</li> <li>• Muffins (models, textures and shaders for all the varieties and poly-counts)</li> <li>• Lighting and rendering (supplying all passes) for first 3 shots using VRay</li> <li>• R&amp;D for the water of the fountain</li> </ul>
<p>"Unity" (Coca Cola)</p>		<ul style="list-style-type: none"> <li>• Props modelling (chinese lantern, lotus flower, Yao's shoes, inflatable sundaes, etc.)</li> <li>• Textures and shaders for many characters (cheerleaders, sword dancers, dragon, etc.)</li> <li>• Hair simulations (Cheerleader's pom-poms)</li> <li>• Lighting and rendering using Brazil 2 for Shot 03 (Yao Ming and dragon)</li> </ul>

## Demoreel 2007 - Table of Contents

(Please refer to the number and name of the projects shown on the demoreel)

Project: Number & Name	Thumbnail	Responsibilities
<p>01 - Buzz! Junior: Monsterama</p>		<ul style="list-style-type: none"> <li>• Finisher of 12 shots (laboratory): <ul style="list-style-type: none"> <li>- Environment lighting and shaders creation</li> <li>- Cloth simulation: bed sheets (MAX)</li> <li>- Particles (Particle Flow): bubbles, sparkles, etc.</li> <li>- Final render (VRay)</li> <li>- Composition and FX (After Effects)</li> </ul> </li> </ul>

02 - Buzz! Hollywood



- Finisher of 2 full sequences: "Western" and "Old Movie":
- Western:
  - Background modelling
  - General lighting
  - Final render (VRay)
  - Composition (After Effects)
- Old movie:
  - Background generation using VUE 6 xStream
  - Buildings and props modelling
  - Train's wheels rigging
  - General lighting
  - Final render (VRay)
  - Composition and old movie look (After Effects)

03 - Buzz! Junior: Robojam



- Modeller and finisher:
  - Environment modelling: HQ, laser discs, pillow fight, etc.
  - Shaders and maps creation
  - General lighting
  - Final render (VRay)
  - Composition and FX (Digital Fusion)

04 - Buzz! Junior: Dinoden



- Finisher of 4 shots:
  - Environment lighting
  - Shaders improving: plants, dino's skin, etc.
  - Dynamic simulations: egg's shells blowing up (Reactor)
  - Plants animation
  - Final render (VRay)
  - Composition (After Effects)

05 - Stormbirds







- Support 3D Artist:
  - Props modelling: missiles, bombs and drop tanks
  - Props texturing: missiles, bombs and drop tanks
  - Shader modification
  - Pilots rigging
  - Afterburner shader with UI to control it easily (R&D)
  - Heat wave in After Effects (R&D)

06 - Buzz! Sports (bloopers)



- Modeller, texturer, animator and finisher:
  - Environment modelling and shaders creation
  - Animation: my very first animation ever
  - General lighting
  - Final render (VRay)
  - Composition (After Effects)

07 - Buzz! Sports (TV End Frame)		<ul style="list-style-type: none"> <li>• Artist responsible for the project: <ul style="list-style-type: none"> <li>- Environment and props modelling (buzzers, some props, cases and Buzz took from previous projects)</li> <li>- Shaders creation</li> <li>- Animation and dynamic simulations for the balls (Reactor)</li> <li>- General lighting and final render using VRay</li> <li>- Composition (After Effects)</li> </ul> </li> </ul>
08 - Buzz! Hole-In-One (Internal Project)		<ul style="list-style-type: none"> <li>• Modeller, animator and finisher: <ul style="list-style-type: none"> <li>- Animation</li> <li>- General lighting</li> <li>- Final render (VRay)</li> <li>- Composition (After Effects)</li> </ul> </li> </ul>
09 - Buzz! Mega Quiz		<ul style="list-style-type: none"> <li>• Modeller, texturer, animator and finisher: <ul style="list-style-type: none"> <li>- Environment improving and props modelling</li> <li>- Shaders creation</li> <li>- Animation and dynamic simulations for the wad (Reactor)</li> <li>- Lighting improving</li> <li>- Final render (VRay)</li> <li>- Composition (After Effects)</li> </ul> </li> </ul>
10 - Lemmings (Art box)		<ul style="list-style-type: none"> <li>• Artist responsible for the project (the original Lemmings models came from a previous project and some of the textures of the background came from high resolution versions from the game): <ul style="list-style-type: none"> <li>- Environment modelling and characters improvement</li> <li>- Shaders creation</li> <li>- Lighting and render (VRay)</li> <li>- Composition (Photoshop)</li> </ul> </li> </ul>
11 - Juiced 2 (A3 Still)		<ul style="list-style-type: none"> <li>• Composition rendered using the cars, environment and props already done by other artists for the cinematic intro of the game: <ul style="list-style-type: none"> <li>- Environment set up</li> <li>- Maps improving and "res-up" (the maps from the cinematic were small for this purpose)</li> <li>- Lighting improving for the still and render (VRay)</li> <li>- Composition (Photoshop)</li> </ul> </li> </ul>
13 - Vauxhall Astra (Internal project for RealtimeUK)		<ul style="list-style-type: none"> <li>• Main artist responsible for the project: <ul style="list-style-type: none"> <li>- 2D still from model supplied</li> <li>- Shaders and panoramic HDRI creation</li> <li>- General lighting</li> <li>- Camera animation</li> <li>- Final render (VRay)</li> <li>- Composition (Photoshop and Digital Fusion)</li> </ul> </li> </ul>

Project: Number & Name	Thumbnail	Responsibilities
<p>14 - Papo (Personal project made at TRAZOS)</p>		<ul style="list-style-type: none"> <li>• Personal project: <ul style="list-style-type: none"> <li>- Character modelling and unwrapping (XSI)</li> <li>- Character rigging (XSI)</li> <li>- Shaders creation (MAX)</li> <li>- Lighting for a good integration with the original image</li> <li>- Render (VRay)</li> <li>- Composition (Photoshop)</li> </ul> </li> </ul>
<p>15 - Heptapus from now on (Personal project)</p>		<ul style="list-style-type: none"> <li>• Personal project: <ul style="list-style-type: none"> <li>- Modelling</li> <li>- Shaders creation</li> <li>- Lighting</li> <li>- Final render (VRay)</li> <li>- Composition (Photoshop)</li> </ul> </li> </ul>
<p>16 - The incredible power of myopia (Personal Project)</p> <p>PUBLISHED in EXPOSE 3</p>		<ul style="list-style-type: none"> <li>• Personal project: <ul style="list-style-type: none"> <li>- Modelling</li> <li>- Shaders creation</li> <li>- Lighting</li> <li>- Final render (VRay)</li> <li>- Composition (Photoshop)</li> </ul> </li> </ul>
<p>17 - Fireflies: a light digestion (Personal Project)</p> <p>PUBLISHED in EXPOSE 4</p>		<ul style="list-style-type: none"> <li>• Personal project: <ul style="list-style-type: none"> <li>- Modelling and unwrapping</li> <li>- Shaders creation</li> <li>- Lighting</li> <li>- Final render (VRay)</li> <li>- Composition (Photoshop)</li> </ul> </li> </ul>

18 - Choose your captures  
(Personal Project)

CG Talk's "CG Choice " award  
Evermotion's "The Best of Evermotion" award



- Personal project:
  - Modelling and unwrapping
  - Highpoly modelling (Mudbox)
  - Shaders creation
  - Lighting
  - Final render (VRay)
  - Composition (Photoshop)