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Showreel Breakdown List //

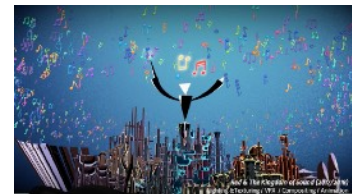
SHOT 1 // *Dysmorphia (2017)* - Solo project. Uses found model and Autodesk Maya (Mental Ray) to deform model, texture, light and animate. After Effects used for VFX. Received international recognition at film festivals.



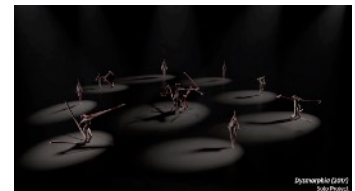
SHOT 2 // *When (2018)* - Solo project. Gem created using Maya (Arnold) to texture, light, and animate. After Effects used for compositing & VFX.



SHOT 3 // *Red & The Kingdom of Sound (2017/18)* - Team project. Roles for this shot include texturing, lighting, particle simulation/animation (Maya/Mental Ray) & VFX/Compositing (After Effects).



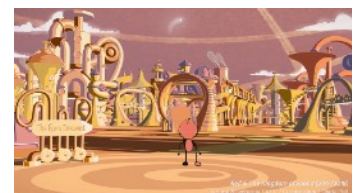
SHOT 4 // *Dysmorphia (2017)* - Solo project. Uses found model and Autodesk Maya (Mental Ray) to deform model, texture, light and animate. After Effects used for VFX. Received international recognition at film festivals.



SHOT 5 // *When (2018)* - Solo project. Split screen to show detail. Meat scene using Maya (Arnold) to texture, light, and animate. After Effects used for compositing & VFX. Photoshop used to edit texture files.



SHOT 6 // *Red & The Kingdom of Sound (2017/18)* - Team project. Buildup shot. Roles for this shot include digital set setup, texturing, lighting, camera animation (Maya/Mental Ray) & VFX/Compositing (After Effects).



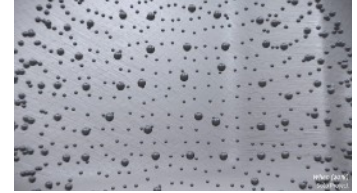
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SHOT 7 // *When (2018)* - Solo project. 'Bees' scene using Maya (Arnold) to animate nParticles, texture, and light. After Effects used for compositing & VFX.



SHOT 8 // *Dysmorphia (2017)* - Solo project. Uses found model and Autodesk Maya (Mental Ray) to deform model, texture, light and animate. After Effects used for VFX. Received international recognition at film festivals.



SHOT 9 // *Red & The Kingdom of Sound (2017/18)* - Team project. Roles for this shot include digital set setup, portions of 3D modelling, texturing, lighting & camera animation (Maya/Mental Ray).



SHOT 10 // *When (2018)* - Solo project. Various room shots using Maya (Arnold) to 3D model texture, light, and animate. After Effects used for compositing & VFX.



SHOT 11 // *Red & The Kingdom of Sound (2017/18)* - Team project. Roles for this shot include texturing, lighting, camera/environment animation (Maya/Mental Ray), VFX & Compositing (After Effects).



SHOT 12 // *When (2018)* - Solo project. Needle scene using Maya (Arnold) to texture, light, and animate. After Effects used for compositing & VFX.



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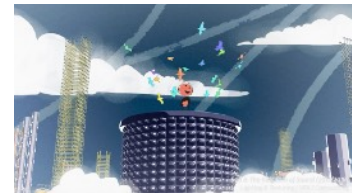
SHOT 13 // *When (2018)* - Solo project. Silk scene using Maya (Arnold) to texture, light, and animate using nCloth simulation. After Effects used for compositing & VFX.



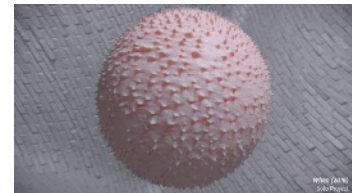
SHOT 14 // *Red & The Kingdom of Sound (2017/18)* - Team project. Roles for this shot include texturing, lighting, camera animation (Maya/Mental Ray), VFX & Compositing (After Effects).



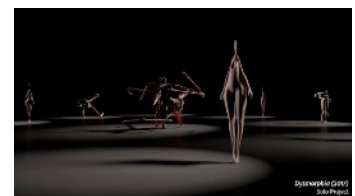
SHOT 15 // *Red & The Kingdom of Sound (2017/18)* - Team project. Roles for this shot include texturing, lighting, camera animation (Maya/Mental Ray), VFX & Compositing (After Effects).



SHOT 16 // *When (2018)* - Solo project. Skin scene using Maya (Arnold) to texture, light, and animate. After Effects used for compositing & VFX.



SHOT 17 // *Dysmorphia (2017)* - Solo project. Uses found model and Autodesk Maya (Mental Ray) to deform model, texture, light and animate. After Effects used for VFX. Received international recognition at film festivals.



SHOT 18 // *When (2018)* - Solo project. Buildup shot. Pufferfish scene using Maya (Arnold) to 3D model, texture, light, and animate. After Effects used for compositing & VFX. Substance Painter & Mudbox used to create texture maps.



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SHOT 19 // *When* (2018) - Solo project. Various shots using Maya (Arnold) to texture, light, and animate (nParticles, animating along CV curve). After Effects used for compositing, VFX and 'dissolving' texture map creation.



SHOT 20 // *Dysmorphia* (2017) - Solo project. Uses found model and Autodesk Maya (Mental Ray) to deform model, texture, light and animate. After Effects used for VFX. Received international recognition at film festivals.

