

George Krauter

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2008 Reel v1.5: Shot List and Breakdown:

01. 00:00:07 through 00:00:23 Speed Racer: Thunderhead: Environment texturing of stadium stands, grounds, tracks, signs and two racing cars.

02. 00:00:23 through 00:00:30 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 seigetowers, and many of the smaller props. Also did previz work for the early stages of the shot.

03. 00:00:31 through 00:00:42 One Night With the King: Palace at Night: UVs, created materials and painted textures for the close palace walls and towers.

04. 00:00:42 through 00:00:53 One Night With the King: Palace Trench: Responsible for creation of UV spaces, materials, and textures of close palace walls, towers, boats, small props and war angels. Also modeled some of the close towers. Software used was Lightwave for modeling and Body Paint for texture maps. Also painted Action Maps for Massive Agents to follow.

05. 00:00:54 through 00:01:01 One Night With the King: Palace Matte Painting: matte painting created in Photoshop using photos shot on location during production. Work included removal of antennas, cables, birds, etc., extension of walls and separation of the elements into layers based on distance from camera. Also rendered some 3d elements that were incorporated into the painting and further altered in Photoshop. Far hills painted by Ted Fay.

06. 00:01:02 through 00:01:11 One Night With the King: Susa: Responsible for modeling, UV spaces, texture mapping, and lighting. Modeled with Lightwave, Cinema 4D and ZBrush. Textures painted in Body Paint and Photoshop.

07. 00:01:11 through 00:01:31 One Night With the King: Dragon: Modeled the base mesh and set up UVs in UV Layout, sculpted the details in ZBrush, baked cavity maps in ZBrush, set up shading networks in Maya. Rendered in Maya with Mental Ray.

08. 00:01:32 through 00:01:38 One Night With the King: Seigetowers: Responsible for UV setup, materials, texture mapping, and modeling of props. Seigetowers modeled by Alexander Thamm. Textures painted in Body Paint and Photoshop. Rendered with Lightwave.

09. 00:01:38 through 00:01:43 One Night With the King: Helmet: Modeled in Lightwave, sculpted in ZBrush, painted in Body Paint and rendered with AIR, a Renderman compliant renderer.

10. 00:01:43 through 00:01:52 Personal Work: Old Tools: Modeled in Lightwave, Painted maps with Photoshop and rendered with FPrime.

11. 00:01:52 through 00:02:03 Personal Work: Old Boot: Modeled in Lightwave, Painted maps with Body Paint and Photoshop. Rendered with FPrime.

12. 00:02:03 through 00:02:14 Analog Science Fiction: Rook: Modeled with Lightwave and Maya. UVs set up in Lightwave and Body Paint. Textures painted in Body Paint and Photoshop. Rendered in Lightwave.

13. 00:02:14 through 00:02:21 Personal Work: Sea Scorpion: Modeled in Lightwave. Rendered with Fprime.

14. 00:02:21 through 00:02:24 Lincoln Commercial: Lift Off: Modeled, textured and rendered with Lightwave. Set up and rendered all passes for compositors.

15. 00:02:24 through 00:02:30 Speed Racer: Grand Prix: Environment texturing of stadium stands, buildings, grounds, some tracks, some signs and one racing car.

16. 00:02:30 through 00:02:40 Brighthouse Networks: Sequences from two commercials. Painted textures, set extensions, matte paintings and set up UVs and projection methods. Also modeled some of the props and architecture with Maya, Zbrush and Photoshop.

17. 00:02:40 through 00:02:53 One Night With the King: 8X Logo: Modeled, textured, animated and rendered in passes with Lightwave. Compositing done in After Effects.

Notes: In shots 1 and 15 (Speed Racer) I did only texture mapping. In shots 7, 9 -13, and 17, I did everything. In all other shots I did some combination of modeling and texturing as indicated in each case.