

# Stefan Hähnlein – VFX REEL 2015



## Cloud Atlas, 2012

my part:

most hard surface modeling (machines), some organic modeling (characters), lighting + texturing of all machines, animation Layout



## Snowpiercer, 2012

my part:

modeling, shading/texturing, lighting



## Wicke auf großer Fahrt, 2011

my part:

modeling, lighting, shading of village



## Wicke auf großer Fahrt, 2011

my part:

shading, texturing, lighting of ice



## The Mecca Clock Tower Film, 2012

my part:

everything from matchmoving, lighting to compositing.  
pre existing 3d model used.



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my part:

everything from matchmoving, lighting to compositing.  
pre existing 3d model used.



**Short: "For Unexpected Moments", 2009**

my part:

responsible for everything including concept, modeling  
shading tracking, animation, rigging, rendering...



**Hotel Lux, 2011**

my part:

airplane modeling, texturing, lighting

[stefan@stefanhaehnlein.com](mailto:stefan@stefanhaehnlein.com)

004917621187670