

Previsualization: Big Brother - Das Dorf

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Year
2005

Location

Cologne, Germany

Job type

Employee at MMC - Magic Media Company TV-Produktionsgesellschaft mbH, teamwork

Position
Digital artist, generalist

Task
3d modeling, texturing, shading, lighting, compositing

Software

Autodesk Maya, Photoshop

Previsualization of the Big Brother - Das Dorf tv-show set based on original CAD data.Â

