

Michael Dominic Sauer

3D Generalist

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Qualifications

- good experience in lowpoly and highpoly modelling/sculpting
- experienced in texturing, shading, lighting and rendering
- experienced in rigging characters and technical objects
- experienced in keyframe animation and dynamics
- experienced in layer and node based compositing
- able to follow artistic direction and concepts closely
- good communication skills (german and english)
- basic project management skills

Software

Advanced:

- 3D Studio Max
- Maya
- Mental Ray/Vray
- Zbrush
- Photoshop
- After Effects

Experienced with:

- Nuke
- Digital Fusion

Reel Breakdown



Kwendolin

Animated short 2010 (written and directed by Michael D. Sauer)

Modelling/Shading/Lighting/Character
Setup/Rendering/Animation

by Michael Dominic Sauer

Character Texturing by Maximilian Büchler



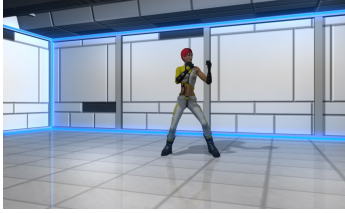
Corner Shop

Animated short 2011 (Bachelor)

Modelling/Shading/Lighting/Character
Setup/Rendering/Animation

by Michael Dominic Sauer

Character Texturing by Maximilian Büchler



Fight Studio (4. Semester)

Modelling/Shading/Lighting/Character
Setup/Rendering/Animation
Character Texturing by Maximilian Büchler



Ben´s fighters (5. Semester)

Semesterprojekt 2010/2011
Modelling/Shading/Lighting/Character
Setup/Rendering/Animation
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Battleforge trailer (3.Semester)

Semesterprojekt 2010
Modelling/Sculpting/Shading/Lighting/Character Setup/
Rendering/Animation
Character Texturing by Maximilian Büchler



Snail

Modelling/Sculpting/Shading/Texturing/Lighting/Character
Setup/Rendering/



Ways of Fate

Animated short 2008 (written and directed by Michael
Dominic Sauer)
Vfx/modelling/rendering/shading/Animation by Michael
Dominic Sauer
Director of Photography: Stefan Hefe

