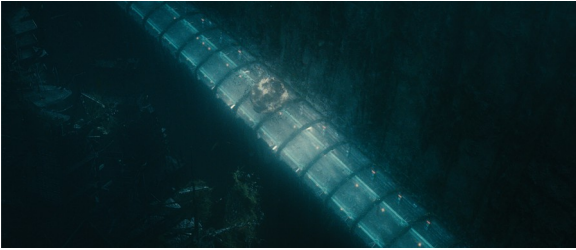## CLOUD ATLAS

MODELING AND SHADING OF TUBE DETAILS

MODELING AND SHADING OF VARIOUS UNDERWATER
BUILDINGS OUTSIDE

ADDITIONAL LIGHTING AND RENDERING OF SKIFFS

CLOUD ATLAS

RESPONSIBLE FOR DAM ON SCREEN RIGHT

TEXTURING, SHADING AND PLANTING OF DAM

ADDITIONAL LIGHTING

RENDERING OF TUBE AND SKIFFS

SIMULATING AND RENDERING OF PLANTS FLYING AWAY
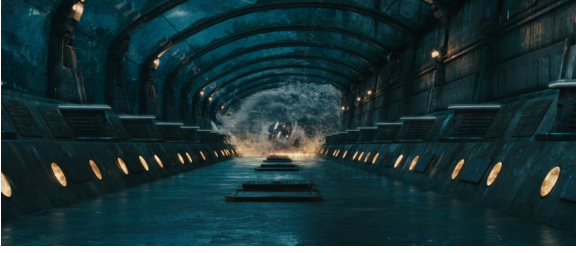FROM THE EXPLOSION

CLOUD ATLAS

CAMERA ANIMATION EXTENSION

MODELING AND SHADING OF VARIOUS UNDERWATER
BUILDINGS OUTSIDE

SHADING, LIGHTING AND RENDERING OF SKIFF
FRONTGLASS

ADDITIONAL LIGHTING

CLOUD ATLAS

MODELING AND SHADING OF TUBE DETAILS

MODELING AND SHADING OF VARIOUS UNDERWATER
BUILDINGS OUTSIDE
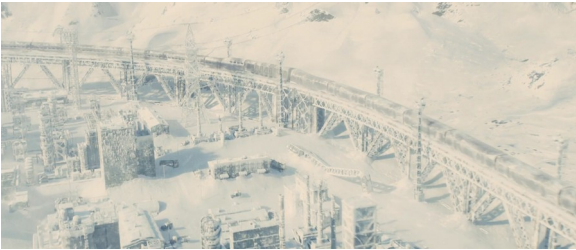

CLOUD ATLAS

COMPLETE LAYOUT AND LOOK DEV

MODELING, SHADING AND LIGHTING OF ALL OBJECTS

ANIMATING FG RAIL

RETOUCHING PLATE TO FIT SET EXTENSION

RENDERING

SNOWPIERCER

LIGHTING AND RENDERING OF SCENE

MODELING AND SHADING OF ADDITIONAL DETAIL

CAMERA ANIMATION

SNOWPIERCER

LIGHTING AND RENDERING OF SCENE

MODELING AND SHADING OF ADDITIONAL DETAIL

ADDING MORE DETAIL TO CLOSER TRAIN CAR

CAMERA ANIMATION

SNOWPIERCER

LIGHTING AND RENDERING OF SCENE

REFINEMENTS ON SCENE LAYOUT AND LOOK DEF

MODELING AND SHADING OF A LOT OF ADDITIONAL BUILDINGS, TRAIN CARS, SNOW PATCHES AND VARIOUS DETAILS

SNOWPIERCER

LIGHTING AND RENDERING OF SCENE

TRAIN ANIMATION REFINEMENTS

ADDING ADDITIONAL DEBRIS AND SPARKS

SNOWPIERCER

COMPLETE PREVIZ AND SCENE LAYOUT

WORKING ON LOOK DEF BASED ON A CONCEPT

POSITIONING OF ALL OBJECTS AND DEBRIS IN THE SCENE

MODELING AND SHADING OF MANY OBJECTS IN THE SCENE

ADDING DETAIL TO HERO SHIP IN BOTH SHOTS

SHADING OF HERO SHIP IN BOTH SHOTS

CAMERA ANIMATION (NO MATCHMOVE)

LIGHTING AND RENDERING OF SCENE

WHITE HOUSE DOWN – TRAILER SHOT

RESPONSIBLE FOR WHITE HOUSE AND PARK ENVIRONMENT

SHADING, LIGHTING AND RENDERING OF TREES, BUSHES AND GRASS

WHITE HOUSE DOWN

RESPONSIBLE FOR COMPLETE ENVIRONMENT

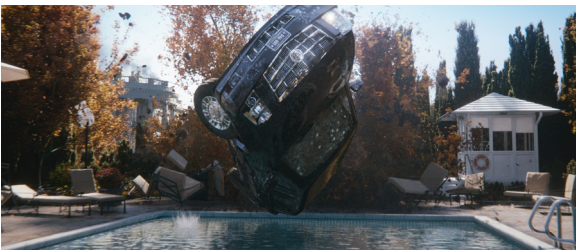SHADING, LIGHTING AND RENDERING OF TREES, STREETS, GATE AND GRASS

LIGHTING AND RENDERING OF THE CAR

CREATING TIRE TRACKS

GIVING SOME MOVEMENT TO TREES, GENERATED BY EXPLOSION

SHADING TWEAKS ON CAR

WHITE HOUSE DOWN

RESPONSIBLE FOR BG ENVIRONMENT AND WHITE HOUSE

SIMULATING, SHADING AND RENDERING OF US FLAG

RENDERING ADDITIONAL LIGHT AND SHADOW LAYERS FOR FG ENVIRONMENT

HOTEL LUX

WASPS ANIMATION, LIGHTING AND RENDERING

HASAN ILHAN - REEL 2013 – BREAKDOWN

SHOTS FROM MY BACHELOR THESIS MOVIE (PERSONAL WORK)

RESPONSIBLE FOR ALL ASPECTS

MODELING, TEXTURING, SHADING, LOOK DEV, LIGHTING AND RENDERING OF ALL OBJECTS

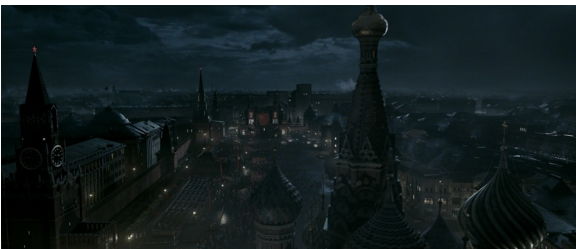ANIMATION OF AIRPLANE AND WIND TURBINE

CAMERA ANIMATIONS

MATTE PAINTING BG AND SKY

CREATING ANIMATED TREES

COMPOSITING IN NUKE

COLOR GRADING

HOTEL LUX

SHADING AND MODELING DETAILS OF SAINT BASIL'S CATHEDRAL AND OTHER BUILDINGS IN BG

COMPLETE TRAFFIC ANIMATION AND RENDERING

HOTEL LUX

LAYOUT OF SCENE

MODELING AND SHADING OF FG AND MG ROOFS AND DETAILS

SHADING OF SOME BG BUILDINGS

LIGHTING AND RENDERING OF SCENE

HOTEL LUX

COMPLETE TRAFFIC ANIMATION

SHADING OF SCREEN LEFT BUILDING AND ADDING DETAILS

SHADING OF 4 CARS, USED IN THIS TRAFFIC

HOTEL LUX

RESPONSIBLE FOR SET EXTENSIONS OF ROOF SEQUENCE

MODELING, SHADING, LIGHTING AND RENDERING OF BG

HOTEL LUX

COMPLETE TRAFFIC ANIMATION

SHADING OF BG BUILDING AND ADDING DETAILS