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Demo-reel links:

<http://fddv.com/demoMikhalko2007.mov>

<http://vimeo.com/25686432> low quality

## Shot breakdown list.

<u>No</u>	<u>Description</u>
001-005	<b>“Park Sovetskogo Perioda”</b> , Dir. J. Gusman, 2005 Modeling, texturing, shading, lighting, rendering. 50 full CG shots of Park control room
006-009	<b>“Spartakiada”</b> , Dir. V. Lakisov, 2007 Modeling, texturing, shading, lighting, rendering. 18 shots of CG pressure chamber in Kashchei’s room
010-016	<b>“Inhibited island”</b> , Dir. F. Bondarchuk, 2008 Camera tracking, modeling, shading, lighting, rendering. 150 shots of tunnel pursuit. CG environment of the tunnels.
017-018	<b>“Sony Bravia Home Theater”</b> , advertising, Dir A. Rosenberg, 2007 Modeling, texturing, animation, shading, lighting, rendering.
019	<b>“SMERSH XXI”</b> , Dir. K. Maksimov, 2008 Modeling, camera tracking, matte painting, texturing, shading, lighting, rendering, clean-up, composing. 1 shot of an aerial view of the Dark Building.
020-028	<b>“SMERSH XXI”</b> , Dir. K. Maksimov, 2008 Modeling, matte painting, texturing, shading, lighting, rendering. Excluding Magic Screen and Lion. 21 shots sequence of a bridge in Infarh-city. 15 shots of the interior of the mind corrector building.
029	<b>Some music video</b> , 2004 Modeling, animation, texturing, shading, lighting, rendering, composing
030	<b>“Nepobedimyi”</b> , Dir. O. Pogodin, 2008 Modeling, simulation, texturing, shading, lighting, rendering, composing. The first of three shots with amputated hand.
031-032	<b>Some music video</b> , 2004 Modeling (except baby), animation, texturing, shading, lighting, rendering, composing.

- 033**            **“Nepobedimyi”**, Dir. O. Pogodin, 2008  
Modeling, simulation, texturing, shading, lighting, rendering, composing.  
The second of three shots with amputated hand.
- 034**            **“Paragraph 78”**, Dir. M. Hleborodov, 2007  
Modeling, texturing, shading, lighting, rendering.  
One shot of an elevator shaft explosion.
- 035**            **“Panasonic Wet Dry shaver”**, advertising, 2003  
Match moving, modeling, animation, texturing, shading, lighting, rendering,  
composing.
- 036**            **“Inhibited island”**, Dir. F. Bondarchuk, 2008  
Modeling, animation, texturing, shading, lighting, rendering.  
Full CG shot start of the engine of a dirigible balloon.
- 037-039**       **“Toyota LC”**, advertising, 2004  
Camera tracking, modeling, animation, texturing, shading, lighting, rendering.
- 040**            **“Heineken”**, advertising, 2005  
Modeling, animation, texturing, shading, lighting, rendering, composing.
- 041**            **“Kamennaja bashka”**, Dir. F. Jankovski, 2008  
Camera tracking, modeling, animation, texturing, shading, lighting, rendering.  
One shot with falling CG Chevrolet.
- 042**            **“Wanted”**, Dir. T. Bekmambetov, 2007  
Modeling, texturing, shading, lighting, rendering, composing.  
One of the 50 full CG shots for Train Crash sequence, but all our materials  
were transferred to Framestore.
- 043-056**       **“Toyota “Auris” Game”**, advertising, 2006.  
Modeling, texturing, shading, lighting, rendering.