

## Jens Ole Bukowsky - Animation Demoreel – Breakdown - 08/2008

01		00:00:02 - 00:00:09	Animation, partly Rigging	<b>Island of Lost Souls</b> feature / Denmark, 2006 Ghost VFX
02		00:00:03 - 00:00:10	Animation, partly Rigging	
03		00:00:10 - 00:00:13	Animation (also involved: Tim Reischmann)	<b>Rough App Roach</b> studentfilm, 2003 Babelsberg Filmschool
04		00:00:14 - 00:00:15	Animation, Texturing (parts), Rigging, Lighting, Rendering, Compositing	
05		00:00:15 - 00:00:19	Animation, Texturing (parts), Rigging, Lighting, Rendering, Compositing	
06		00:00:19 - 00:00:20	Animation	<b>LEGO Bionicle - Inika</b> commercial, 2006 Ghost VFX
07		00:00:20 - 00:00:22	Animation	<b>LEGO Bionicle - Mahri</b> commercial, 2007 Ghost VFX
08		00:00:22 - 00:00:25	Animation (around 85%, excl. front - guy) (also involved: Stefan Prüss)	<b>Hellboy II</b> feature, 2008 Ghost VFX
09		00:00:25 - 00:00:27	Animation	



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10		00:00:27 - 00:00:28	Animation, partly Rigging	<b>LEGO Bionicle - Barakki</b> commercial, 2007 Ghost VFX
11		00:00:28 - 00:00:30	Animation, partly Rigging	
12		00:00:30 - 00:00:51	Animation	<b>personel</b> side project done for 10secondsclub April/2006
13		00:00:51 - 00:00:53	Animation, Texturing (parts), Rigging, Lighting, Rendering, Compositing	<b>BBQ - Beast</b> studentfilm, 2005 Babelsberg Filmschool
14		00:00:53 - 00:00:55	Animation, Texturing (parts), Rigging, Lighting, Rendering, Compositing	
15		00:00:55 - 00:00:56	Animation, Texturing (parts), Rigging, Lighting, Rendering, Compositing	
16		00:00:56 - 00:01:01	Animation, Texturing (parts), Rigging, Lighting, Rendering, Compositing	
17		00:01:01 - 00:01:04	Animation, Texturing (parts), Rigging, Lighting, Rendering, Compositing	
18		00:01:04 - 00:01:07	Animation, Texturing (parts), Rigging, Lighting, Rendering, Compositing	

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19		00:01:07 - 00:01:09	Animation, Texturing (parts), Rigging, Lighting, Rendering, Compositing	<b>BBQ - Beast</b> studentfilm, 2005 Babelsberg Filmschool
20		00:01:09 - 00:01:11	Animation, Texturing (parts), Rigging, Lighting, Rendering, Compositing	
21		00:01:11 - 00:01:15	Animation, Texturing (parts), Rigging, Lighting, Rendering, Compositing	
22		00:01:15 - 00:01:19	Animation, Texturing (parts), Rigging, Lighting, Rendering, Compositing	
23		00:01:19 - 00:01:20	animation, (based on MoCap)	<b>LEGO Bionicle – Inika</b> commercial, 2006 Ghost VFX
24		00:01:20 - 00:01:21	Animation, (based on MoCap)	
25		00:01:21 - 00:01:22	Animation, (based on MoCap)	
26		00:01:22 - 00:01:25	Animation	<b>LEGO Bionicle - Mahri</b> commercial, 2007 Ghost VFX
27		00:01:25 - 00:01:38	Animation, Texturing(parts), Lighting, Rendering	<b>The Orkbabies</b> studentfilm, 2004 Babelsberg Filmschool

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28		00:01:09 - 00:01:40	Animation	<b>Island of Lost Souls</b> feature / Denmark, 2006 Ghost VFX
29		00:01:41 - 00:01:44	Digital Paiting	<b>personal</b>