

# Breakdown - Peter Pflaum - Senior vfx Generalist



Need for Speed (2015)

EA Games / Ghost Games - Guildford, UK

**Work:** VFX Supervision on-set, Matchmoving, Animation, Video Editing, Compositing, on-set Photography, Rotoscoping, Texture Creation

**Software:** Maya, PFTrack, After Effects, Mocha, Photoshop



Bunraku (2011)

snootx entertainment - LA - CA, USA

**Work:** Texturing, UVmapping

**Software:** Lightwave, Photoshop



Qoros

Realtime Technology - Munich, Germany

**Work:** Cloth-FX

**Software:** Maya

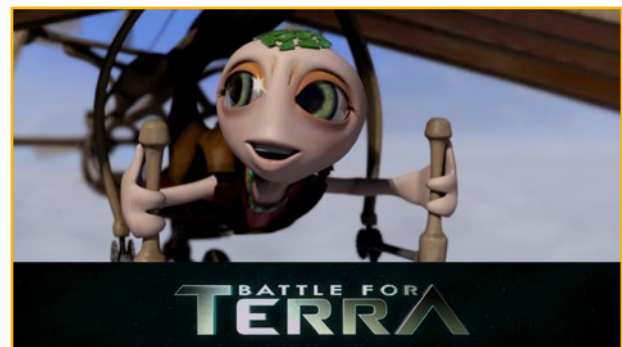


Hyundai i20 WRC

Realtime Technology - Munich, Germany

**Work:** Matchmoving, Animation

**Software:** PFTrack, Maya



Battle for Terra 3D (2009)

snootx entertainment - LA - CA, USA

**Work:** Stereoscopic Camera

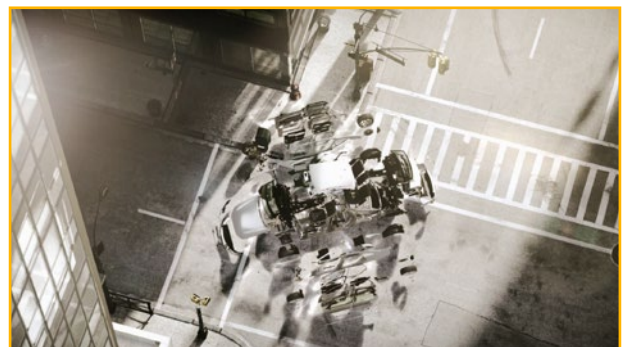
**Software:** Maya

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The 7th Dwarf (2014)

Trixter Inc. - Munich, Germany  
**Work:** FX, Rendering, Texturing  
**Software:** Maya, Realflow, Mari



Audi A6

Realtime Technology - Munich, Germany  
**Work:** Rigging, Animation  
**awards:** intermedia-globe Grand Award 2012;  
iF Design Award 2012  
**Software:** Maya



Toyota Camry

machenschaft.com - Munich, Germany  
**Work:** Matchmoving  
**Software:** PFTrack, Maya



Audi A1 Sportback

Realtime Technology - Munich, Germany  
**Work:** Animation, FX, Video Editing  
**Software:** Maya, After Effects

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Audi A3

Realtime Technology - Munich, Germany

**Work:** Matchmoving, Animation

**Software:** PFTrack, Maya



Porsche Cayman

Realtime Technology - Munich, Germany

**Work:** Animation

**Software:** Maya, After Effects

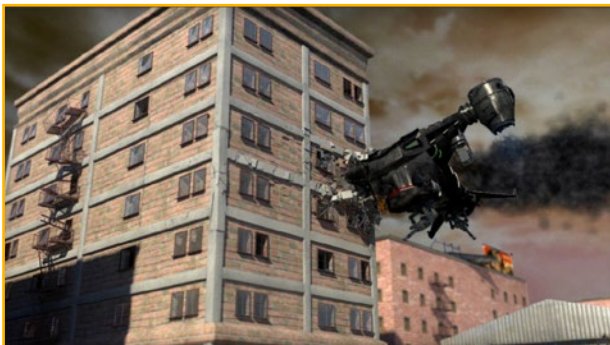


Toyota Landcruiser

Realtime Technology - Munich, Germany

**Work:** Matchmoving, Animation

**Software:** Maya, After Effects



Citizen Kaputo

Private Project

**Work:** Modelling, Texturing, Animation, FX

**Software:** Maya, PhysX, Photoshop, After Effects