

**Stanley Svensson**  
**Breakdown sheet - Showreel 2012**

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**Opening**

*Personal project*

Target was to make my own logo, inspired from these who precedes movies at theaters. Except all visualls I also made the sounds to complete the creation.

credit for: design, modelling, shading, lighting, animation, rendering, compositing, sound design  
software used: *blender, maya, after effects, audacity*



**CatFairies**

*Project made at Ruta Ett DVD AB*

A project for a new pre-school children series. It was very fun and I learned a lot, especially in rigging and particles expressions.

credit for: texturing, shading, lighting, rendering, compositing, particles, mel-scripting  
software used: *maya, after effects*



**Heroes of the City**

*Project at Ruta Ett DVD AB*

A pre-school children series produced at Ruta Ett. My main task was to animate, but during that time I also modified a lot of rigs. Which called for some scripting to ease and speed up the process. I was also tasked with making a better lighting for the show. The requirement was that it should be really easy to adjust from shot to shot. And with some renderlayers and compositing, we got the look we aimed for.

credit for: modelling, texturing, rigging, shading, lighting, rendering, compositing, mel-scripting  
software used: *maya, after effects, photoshop*



**Gröna lund - keeps growing**

*Commercial for Gröna Lund - at Rithuset*

I made animated flowers and research for the rigging and animation of the growing roller coasters. The base splines that big parts of the roller coasters is relying on is made by me.

credit for: modelling, texturing, rigging, animation, technical research  
software used: *blender, 3ds max, photoshop*



**Stiga Park Ranger Svan**

*Turntable to show of the riding mover - at IAA for Stiga.*

I made everything from shooting reference pictures to final web implementation of an interactive turntable.

credit for: modelling, texturing, shading, lighting, rendering, web implementation  
software used: *blender, modo, after effects, photoshop*



**Toy helicopter**

*Animation course - at IAA*

The task was to get life into a still image. I think the most important thing was to get as much intel from the shoot location as possible. That made it a breeze to set up the camera and lights for the scene.

credit for: fotograf, modelling, texturing, shading, lighting, rendering, rigging, animation, compositing  
software used: *blender, maya, after effects, photoshop*



### **Bartolomeus**

*Animation course - at IAA*

I made everything from design to final. The course goal was to make a fully rigged character and animation.

credit for: design, story, modelling, texturing, rigging, animation, shading, lighting, rendering  
*software used: maya, photoshop*



### **Outro**

*Personal project*

To make a more interesting ending. Also to familiarise myself more with After Effects.

credit for: idea, design, animation  
*software used: blender, inkscape, after effects*

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