

Tim Bahrij General Reel 2015 Breakdown



00:03

Jem and the Holograms [2015] VFX
May 2015 - July 2015
Camera and object motion tracking (30 + shots) Lighting
(3 + shots)

00:05

Red Bull CASIO Edifice VFX
August 2015 - October 2015
Car body retopology, cad file re-output, 24 shots camera
tracked, 2 shots object tracked, 21 shots rotoscope and
background removal, 5 shots marker removal, watch
face modelling, 2 shots HUD animation and rendering, 2
shots depth separation, 1 shot fuel liquid simulation and
rendering

00:18

3 flashes
(Zarraffa's Wild Caramel Crunch, Arakan Martial Arts,
Milwaukee TVC 1)

00:19

Tars fan project. Shot In the hallway near my main
university class room. Three IBL images captured, all
assets/footage either captured by me or made by me.

00:22

Bluewattle homes TVC
May 2015 - May 2015

Camera movement, white drawn on line, text animation
by me,

00:23

Zarraffa's wild caramel crunch TVC

December 2014 - December 2014

Taking 2D assets as photoshop files (cups, background,
text) and laying out in 3D, lighting, animating, deforming
and rendering to provided soundtrack

00:26

Milwaukee "Chasing the FMX dream" TVC 2

February 2015 - February 2015

3D logo text modelling, all tracking shots,

00:33

CILECT competition entry "looping little world"

December 2014 - December 2014

Low-poly style, animated world. Can be played to loop
Competition winners never announced

00:34

3 flashes

(G-shock watch, 'Heist' clip, Krunk intro animation)

00:34

Arakan Martial Arts Visualisation 'arm hyperextension'

July 2015 - September 2015

Provided textured anatomy model, converted from C4D
format for use, rigged, animated, lit and composited by
me.

00:36

Milwaukee tools "Sprint car racing" TVC 1

February 2015 - February 2015

camera tracking, text 3D conversion and refinement

00:41

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'Heist' object tracking exercise August 2014 – August 2014 Personal study, shot or created everything	01:09
00:42	'iPhon 6', faux iPhone commercial as a study February 2014 – February 2014 Everything created by me as a practice to achieve the smooth apple commercial look
Bliss n Eso G-SHOCK collaboration TVC August 2014 - October 2014 Retopology on watch face & bands, roto-removal of lights and background + grain/colour matching of interior set shots (band performers in front of camera)	01:11
00:48	'KrunK' fitness app loading animation January 2015 - January 2015 3D loading app, everything created by me except for an equirectangular continental map of the earth.
'KrunK' fitness app introduction animation September 2015 - October 2015 Created everything from scratch to clients briefs	01:13
00:52	Zarraffa's 'Craving that smooth coffee perfection' September 2015 - September 2015 3D layout, animation, lighting, shading, rendering.
'Spent' clothing brand introduction animation March 2015 - March 2015 Created everything from scratch to clients briefs	01:18
00:55	'Level 6' Post production course assignment Semester 2 2014 Footage capture, HDRI capture, tracking, modelling and lighting
Future Music Festival 2015 lineup advertisement September 2014 - October 2014 3D camera & object tracking/rotomation (26 shots), HDRI stitching	01:24
01:05	'George' short film April 2012 – October 2012 Everything (except individual textures and skymaps) created by me. Created for school film festival & Bond University film festival, won Best animation & deans choice award at BUFTA (Bond) and Outstanding craft at school film festival.
'George says goodbye' addition to short film project November 2012 – November 2012 All assets/footage shot or created by me, involved motion tracking, IBL photography, modelling, rigging, animation, lighting & shading, compositing	