

David Wanger

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Reel breakdown (Except where noted otherwise, all clips were directed by me.)



ANATINUS, short film
Modeling, shading, lighting and animation in Houdini. 2D ripple effect created with Motion and Shake. Composited in Shake.



Toilet Thing, student project
Modeling, rigging, projections, lighting and animation in Maya. Clean background plate and creature textures created in Photoshop.



The Fluid Drips Twice, short film
Tracked in SynthEyes.
Roto, paint and clean plate created in Shake.



Chess World, student project
Modeling, shading, lighting and animation in Maya. Tileable photo textures created in Photoshop. Lightning effect created in After Effects.



6EQUJ5, music video
Stills composited in Photoshop, After Effects and Shake.
Camera and car animation in After Effects.



eyeball, personal project
Luma key, garbage matte and animation in Shake.



The Fluid Drips Twice, short film
Hand tracking and roto in Shake.
Clean plate created in Photoshop.



LALO, short film, Dir. Daniel Maldonado
Tracked in SynthEyes.
Roto and clean plate created in Shake.



untitled, student project
Modeling, shading, lighting and animation in Maya. Finger bump and color maps created in Photoshop from photographs. Rack focus in Shake.



The Phreakness, music video
Compositing in Final Cut Pro.



self portrait, student project
Scanned drawings procedurally animated and composited in Shake.



Stressed about Ghosts, music video
Stills sequenced and composited in Final Cut Pro.