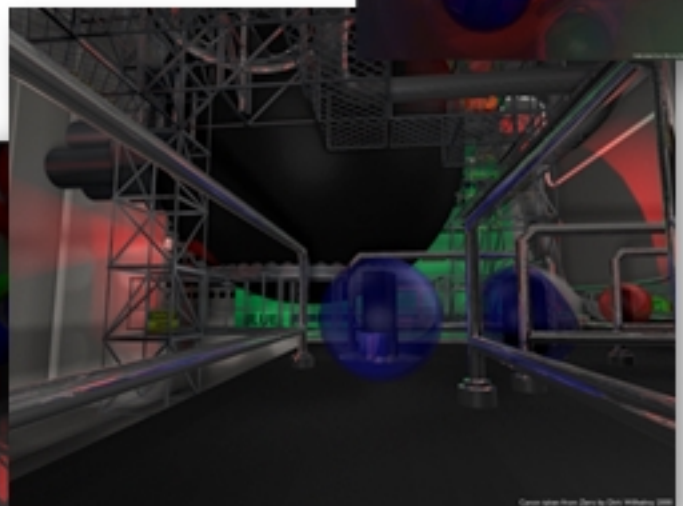
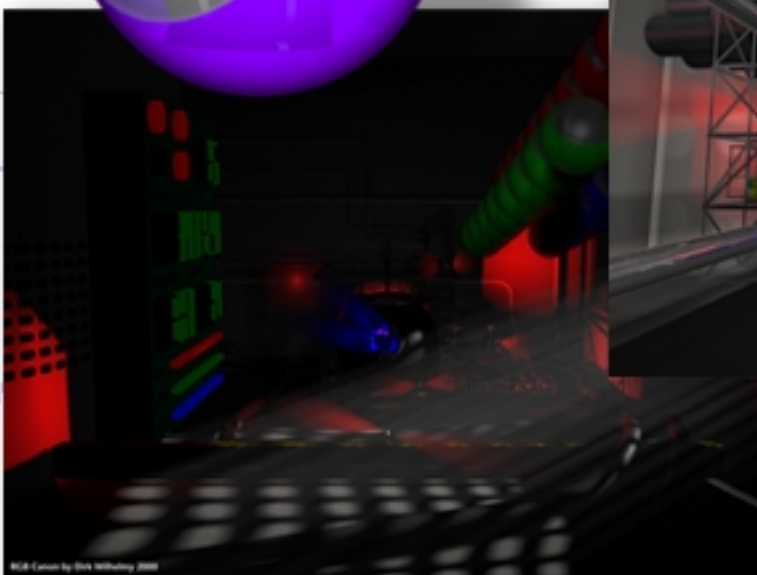
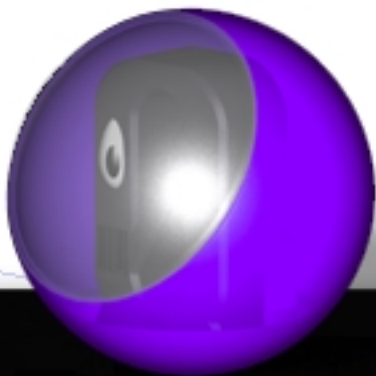


Voodoo Puppet for amboss-mag.de
 I've developed this character since March 2000. This Mesh-Model is originated on point-by-point and polygon-by-polygon modeling.



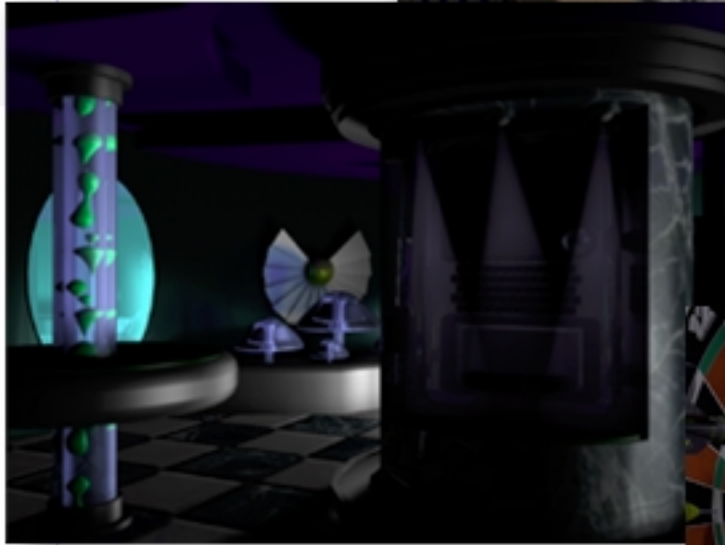
ZERO

Zero is a 0-Bit and this animation shows its way through a monitor. I have developed this animation from November 1999 to April 2000.



OTHER SKILLS

On the left hand side you see a 3D model of my dorm room. Also displayed is the fictious lounge of the Heart of Gold. The third image is a simple dart board.



PORTFOLIO

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DIGITAL ILLUSTRATIONS



Two years ago I found a way to use my airbrush skills in Adobe's Photoshop. These Illustrations were made for the website of the heavy metal magazin, amboss-mag.de.