

I work since ages with different tools in 3D.
I started with 3D Studio R2 (DOS-version lol!). At the job CATIA V4
and SolidWorks. Occasionally I use Rhino3D. Some peripheral 2D-
and 3D-tools. Ohh wait! There was GIGA Cad+ in 1986 on a C64 ... omg!

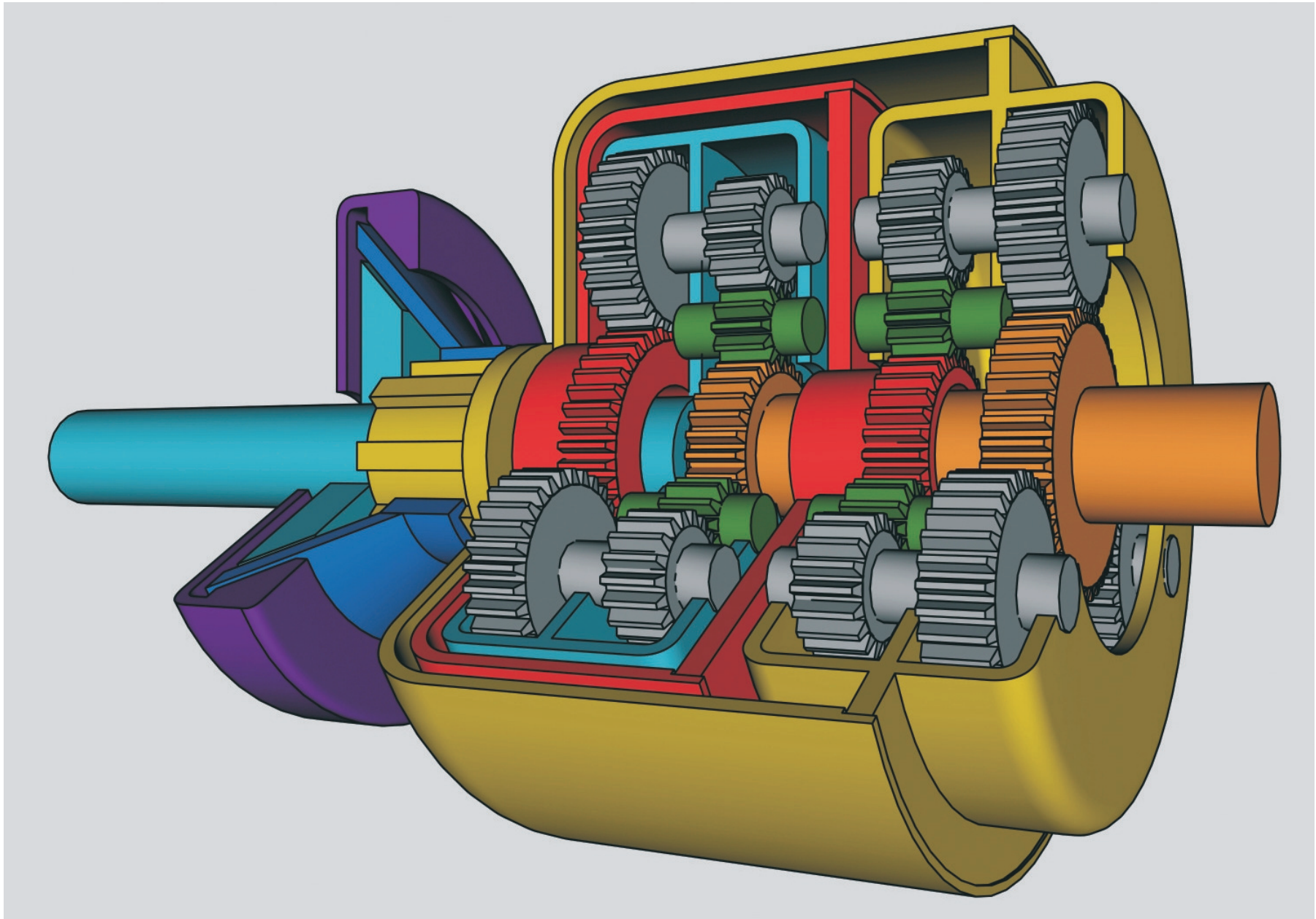


These examples were designed by my customer in CATIA. I prepared them in SolidWorks for my purpose and rendered them in 3DS Max.

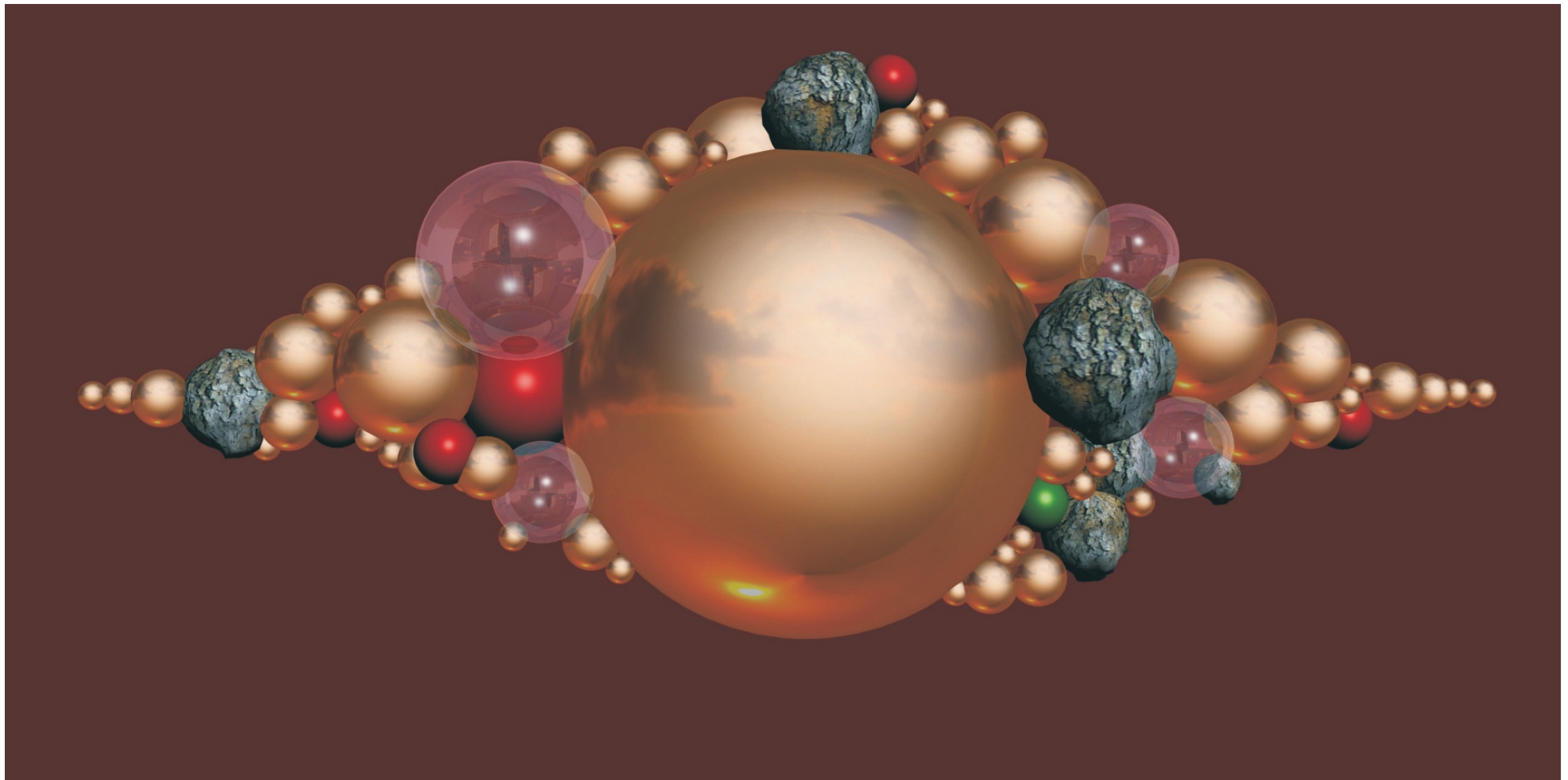
I made some product presentations for industrial customers.

Sometimes including animations.





This was a crazy job! Someone (a prisoner at that time) invented a gear wick should slowly increase the number of revolution while the engine kept his speed. His brother payed a lot of money to me for making this model.

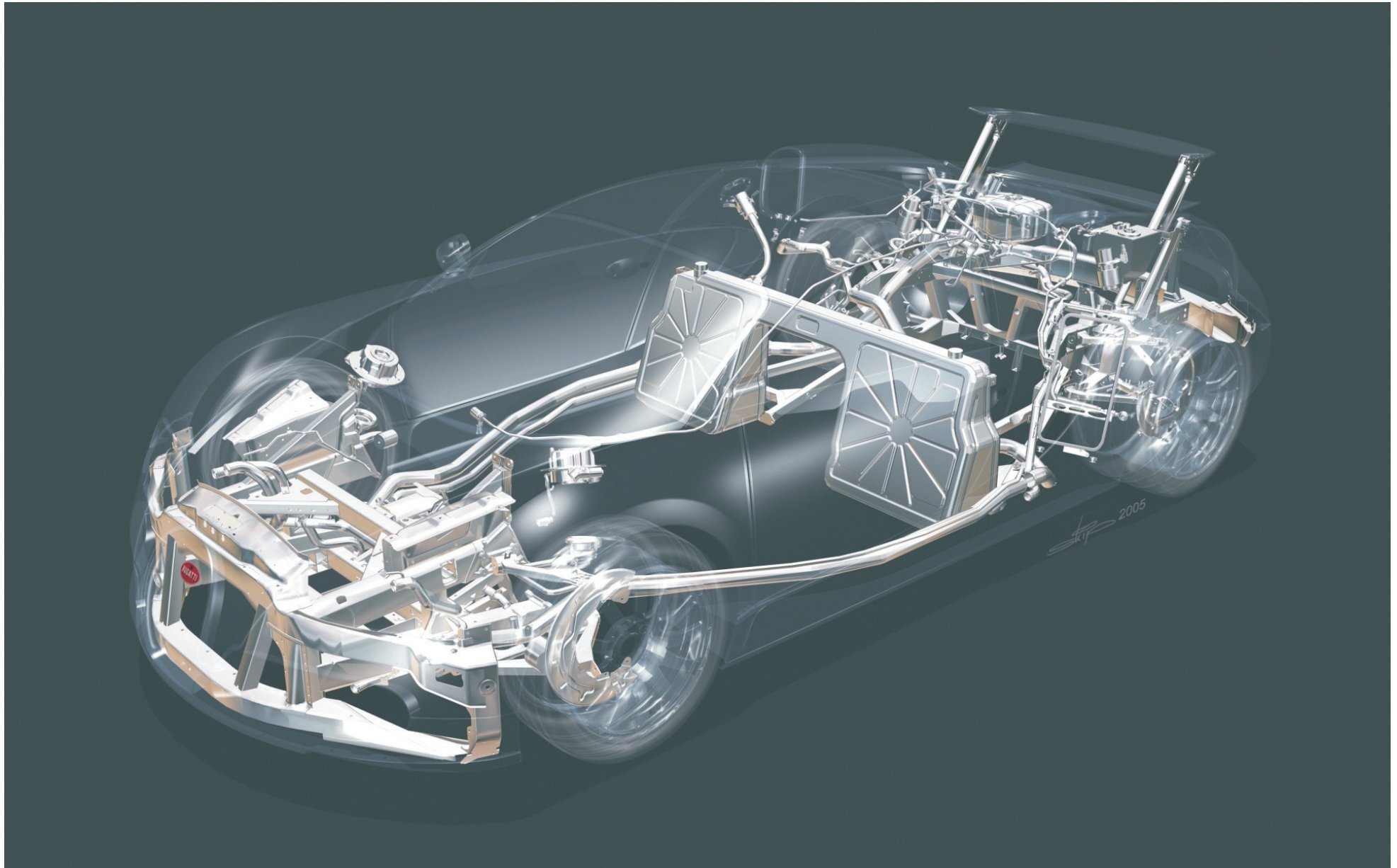


Beside the industrial jobs I always played around with 3DS Max.

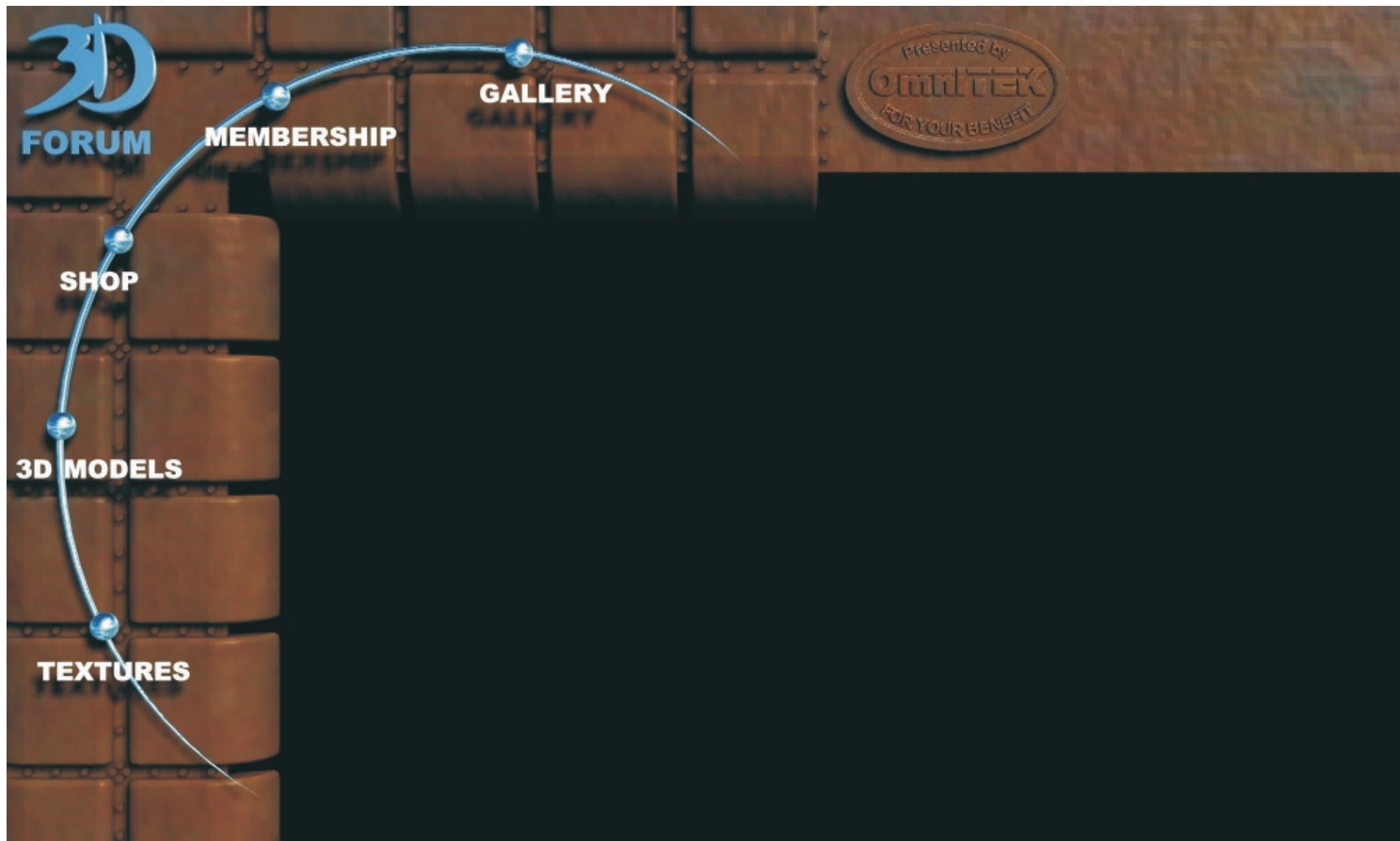


Later I worked for a small but fine company where we tried to develop a security vehicle for military purposes - protection from mines and attacks with machine guns. Unfortunately it became too expensive and the project was stopped.

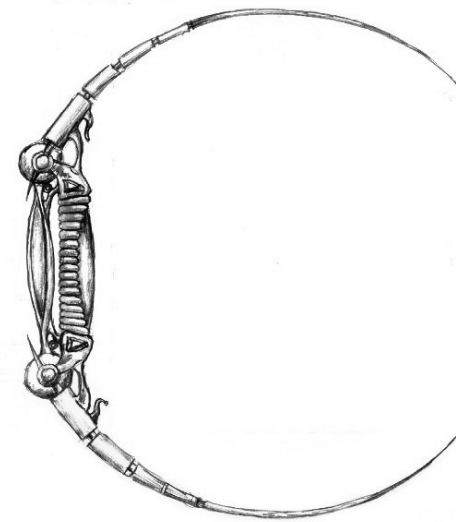
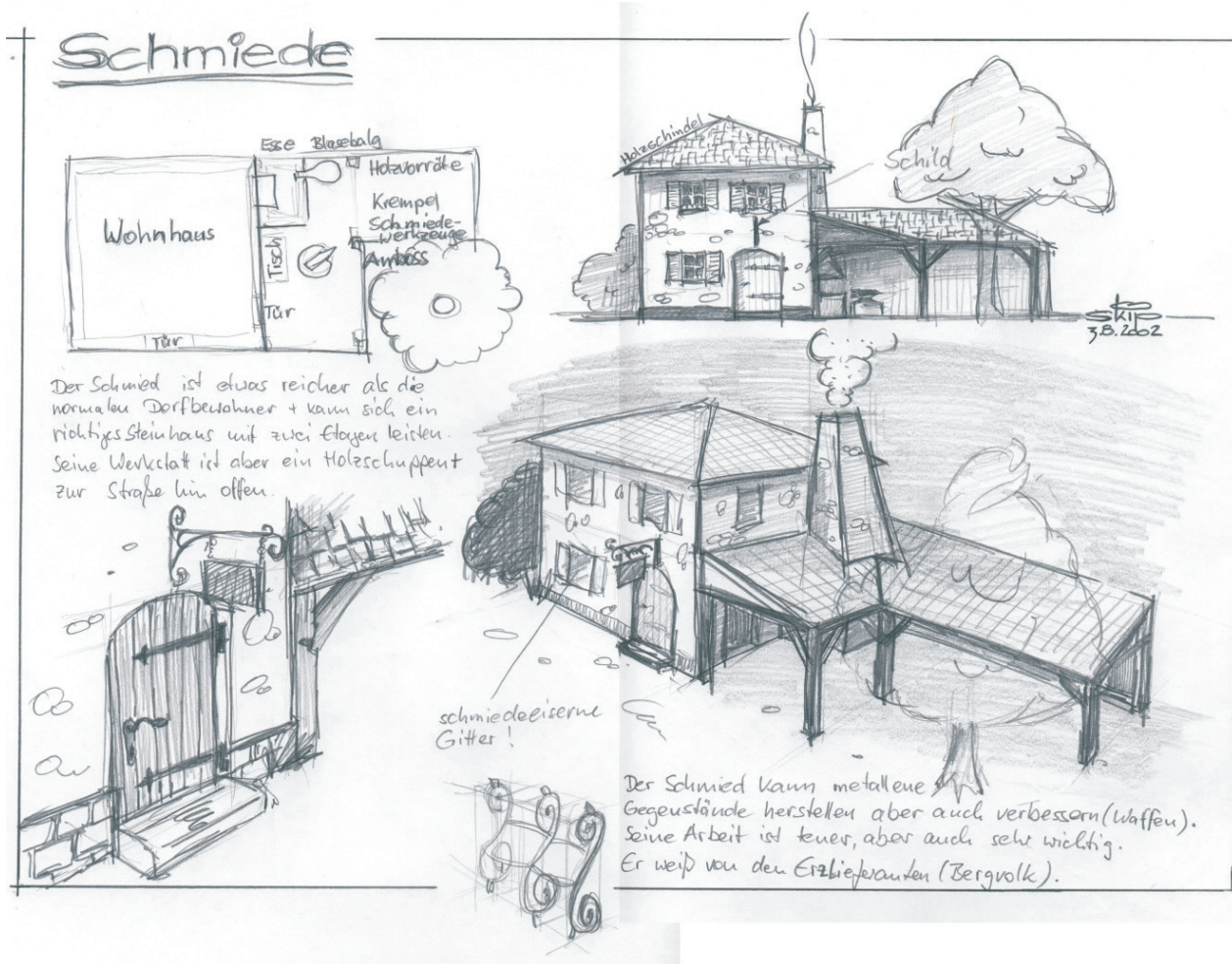
This model was built by me in SolidWorks and rendered in 3DS Max.



But we became contractor of Bugatti and developed and build many parts of the Bugatti Veyron.
I used the SolidWorks data and rendered this image in 3DS Max

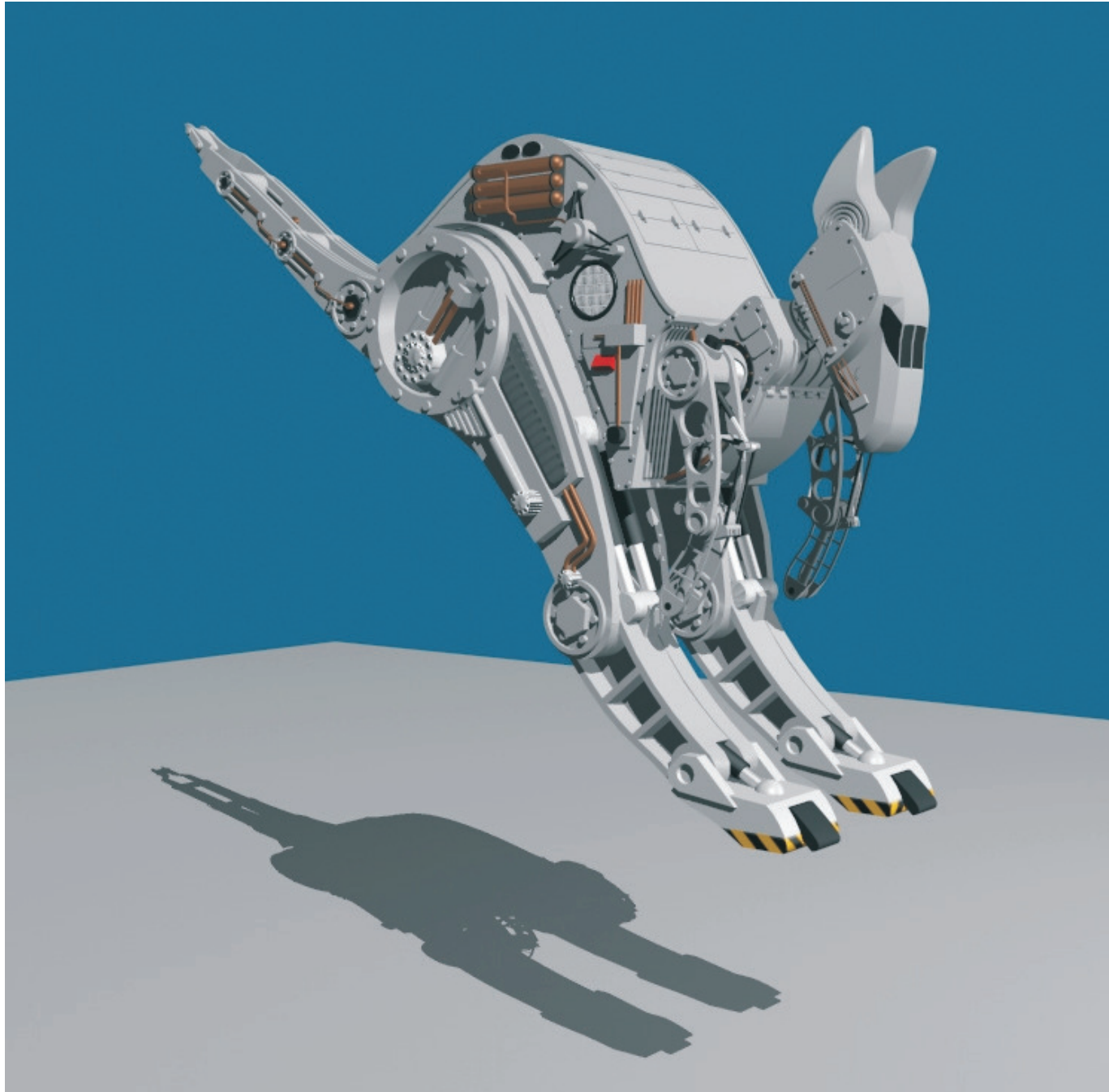


Another short episode: A friend of mine and me had the idea to make our own 3D-forum. But this screen is all that survived.



A druide weapon

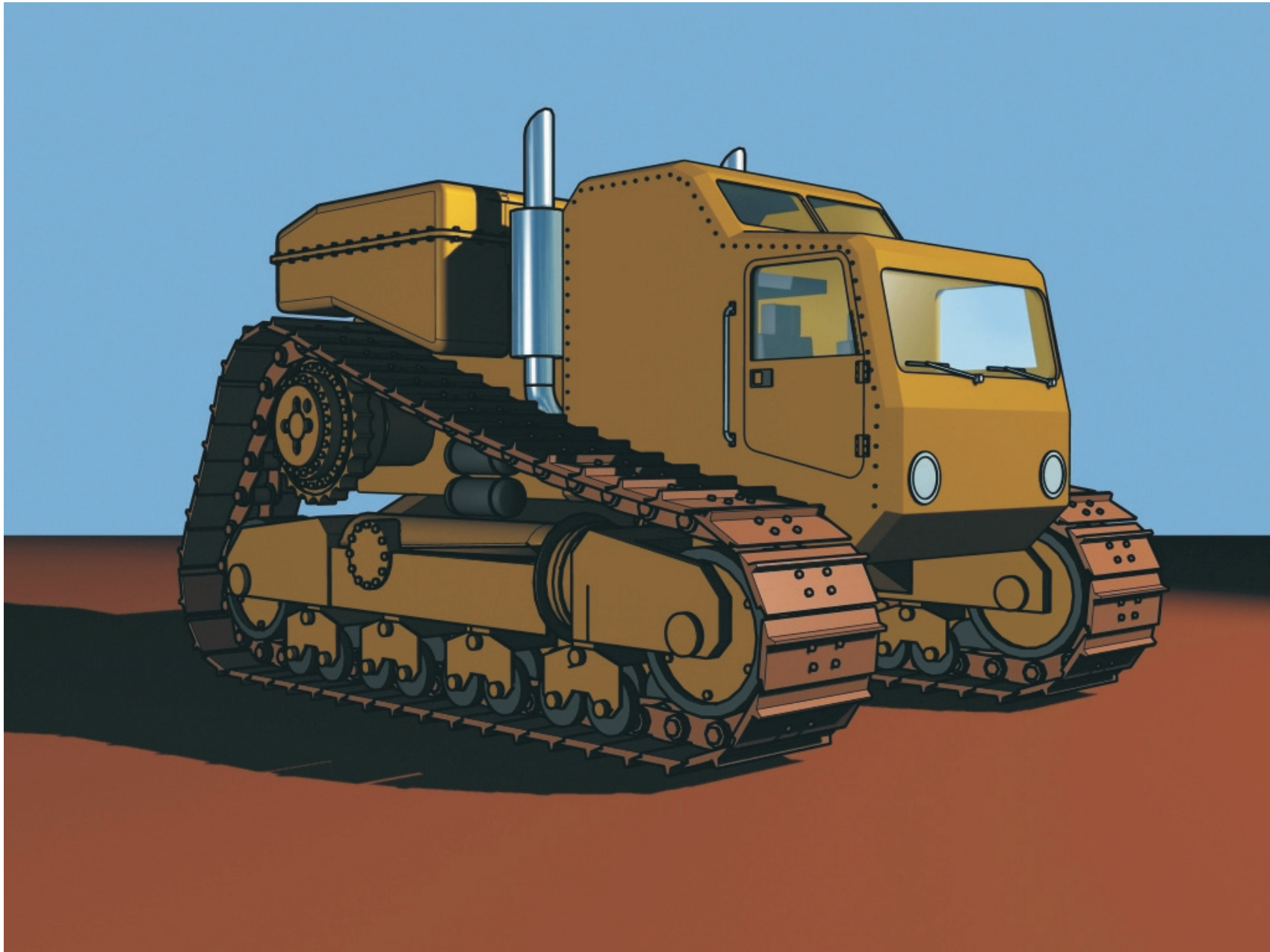
All the time I made some work on storyboards. These sketches were for a middleage adventure game. My job was the concept for the whole enviroment. In the end they kicked me because I wanted to much money. But I think the project was never finished.



For five years I was my own boss. I founded a studio for all this 3D things. Visualization, animations, product presentations and such.

The Logo was a kangaroo, because my nickname at those days was Skip. (From "Skippi the bush kangaroo" ... A TV-series)

Since I am a mechanical engineer I transformed it to a vehicle. It always open my own presentation videos.



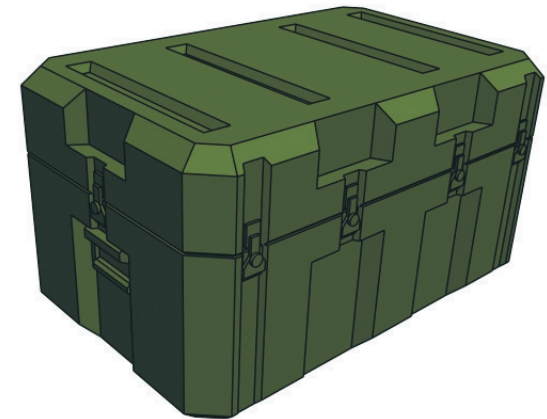
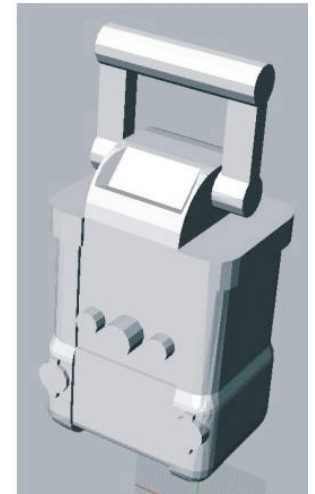
An old plan of mine is a comic strip. The idea was: building all scenes in 3D and make comiclike renderings. Then composite the final pictures in a graphic program. In the end I had to learn that this would be mammut project for a single man. (The femal hero's name was Jamira!)



Another car for this comic. A vehicle of the nasty enemies ...



One of my obsessions: submarines.

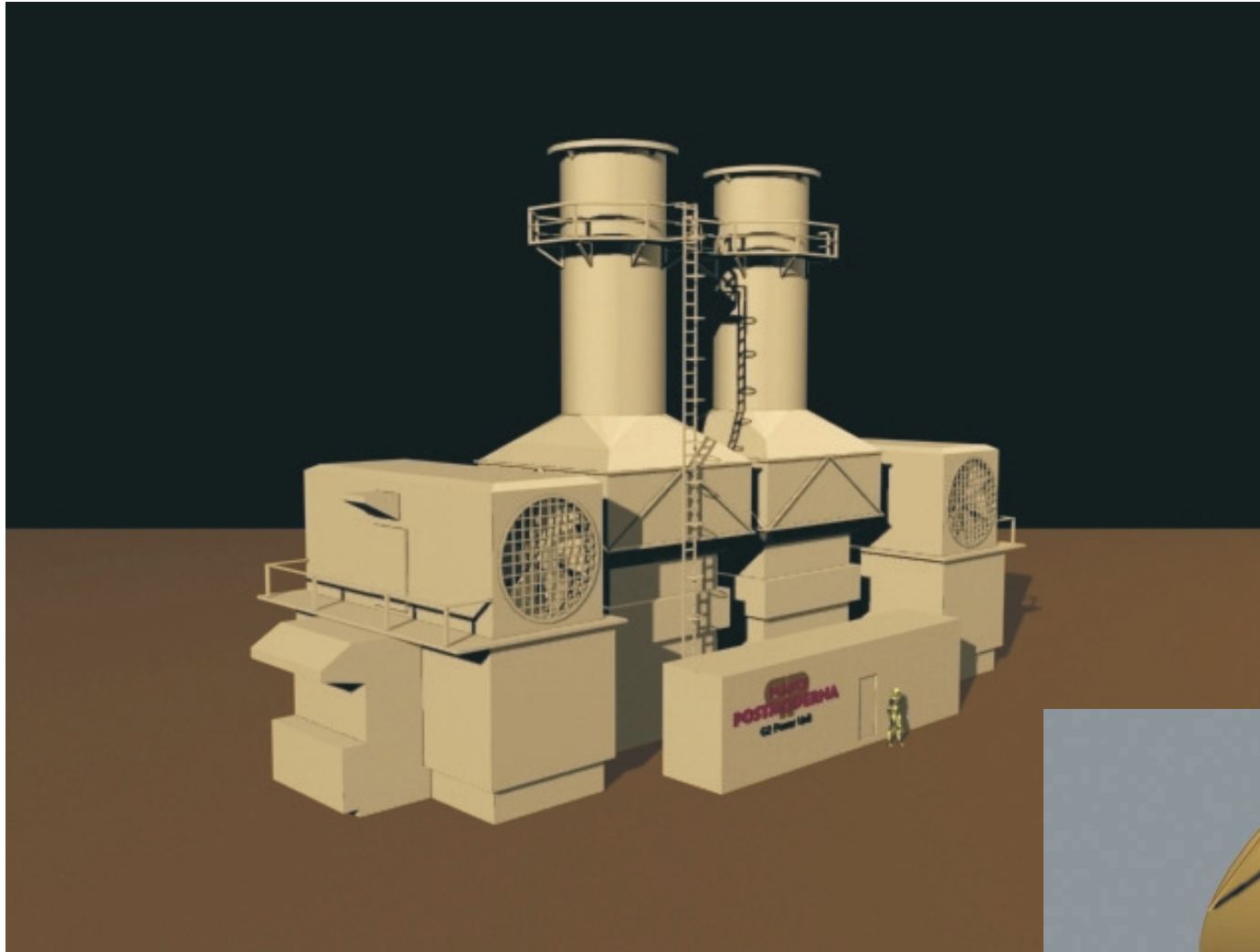


For a short time I took part in Planet Postmoderna's chaotic so called developer team. I tried to teach them to work with low polygon models and use textures instead of verticees. But it was really chaotic there. No structure, no red line. I quitted soon.

But have a look at the logo at the container ;-)

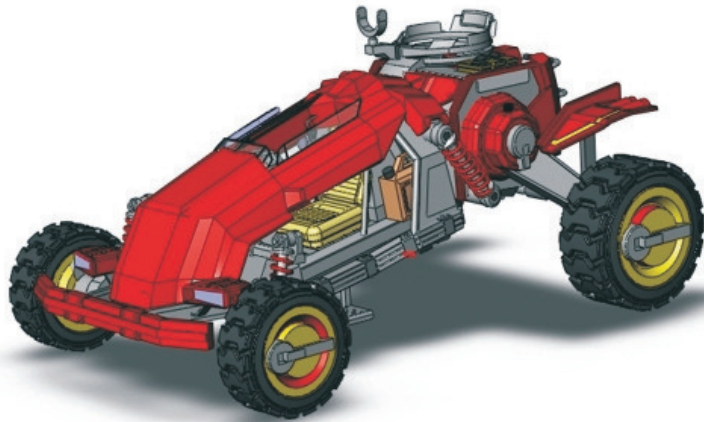


<http://www.planet-postmoderna.com/>



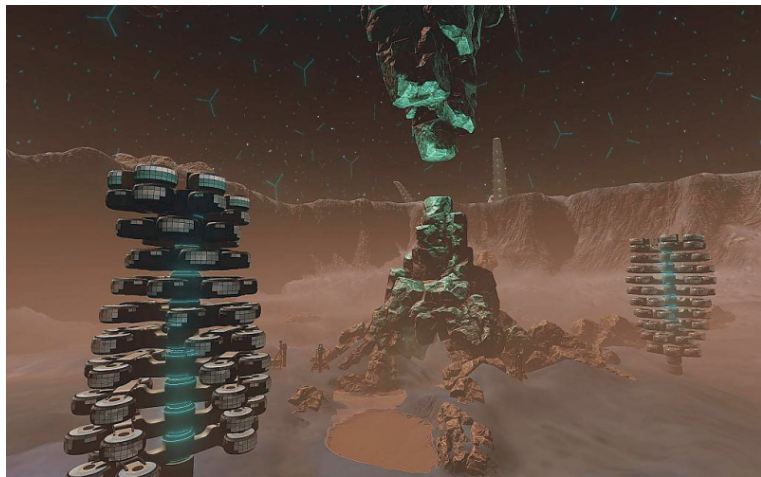
Two other models meant for Planet Postmoderna.
All this models were built in SolidWorks and exported to
3DS Max. Finally exported for use with Microsoft DirectX.





One of my favorite project was a RL model of the Valkyrie. The result wasn't very satisfying.

I grabbed the model from the game to 3DS Max. I used Rhino3D for measuring and build a solid model in SolidWorks. The final product was exported as STL-model for a 3D-printer.



And the apartment towers at Monria ofc.

