

# Daniele Orsetti

reel breakdown



## PRIVATE CHARLIE

Concept Art  
Corrado Colleoni and Daniele Orsetti

Modelling, shading, texturing, lighting  
Daniele Orsetti

Softwares Used  
Maya, Zbrush, Photoshop, UvLayout, Vray, AfterEffects



## SHAOLIN MONK

Concept Art  
Daniele Orsetti

Modelling, shading, texturing, lighting  
Daniele Orsetti

Softwares Used  
Maya, Zbrush, Photoshop, Vray, AfterEffects



## STONE AGE HOUSEWIFE

Concept Art  
Goro Fujita

Fire and Smoke Fx  
Alessandro Zagheto

Modelling, shading, texturing, lighting  
Daniele Orsetti

Softwares Used  
Maya, Zbrush, Photoshop, Vray, AfterEffects

