

WASHINGTON PORTFOLIO

Rei Waisman



COMPANY

Rei W Productions is a company focused on creating 3D animated characters for television programs, shows, and events in Brazil. A reference in Brazilian television, especially with the Globo TV network, they have produced several 3D animations for programs such as SHOW DA XUXA, CRIANÇA ESPERANÇA, FANTÁSTICO, various

other children's programs, and also serving the corporate audience of major companies such as Danone, Johnson & Johnson, and Batavo, among others.

The company exclusively works with outsourced labor in the audio-visual technology area involving 3D characters and 3D animations in general. The average annual revenue is R\$ 1,200,000.00.

Project for the Trampolim da Vitória Cultural Center Museum (CCTV), located at Augusto Severo Airport, Parnamirim - RN. I created and produced 4 (four) 3D polarized films for the Museum, depicting historical events of the Brazilian Air Force (FAB) and the American Air Force, the FAB Catalina, Red Tails, P47, HellCat. These films were exhibited at the Museum for the public to experience the almost tangible feeling of being able to touch the planes. These videos were produced in a herculean time frame, from concept to final production in 15 days. The Museum's location was the American strategic base in World War II.



Creation of institutional videos with the 3D virtual character called João Fortes used by the JOÃO FORTES BROKER in its convention for brokers throughout the national territory. The detail of using this 3D Virtual Character project was the agility and low cost of generating about 4 films, recorded in real time, using LIP SYNC technology, lip synchronization in 3D animation.



Animation of the DINO character from DANONE in 3D, made in an infinite loop with LIP SYNC for the HolograpBox® with static borders. The piece was used at point of sale in supermarkets to promote the Danoninho product.

DANONE



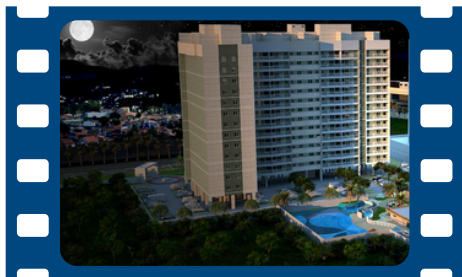
Creation of the animated 3D film for the NATIONAL CAMPAIGN AGAINST TUBERCULOSIS, for the governmental organization GLOBAL FUND - TUBERCULOSIS BRAZIL. There were a total of 7 Regional Films. 3D Modeling, Rigging, Texturization and 3D Animation.



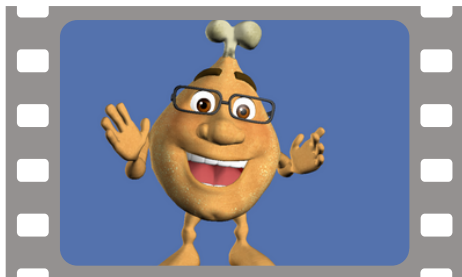
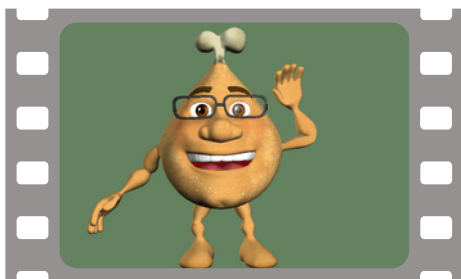
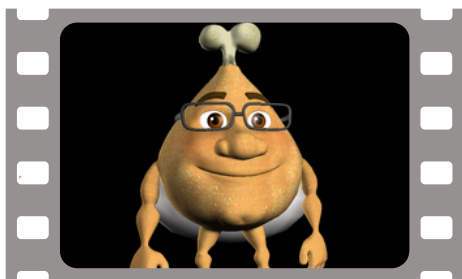
Creation of several Architectural videos using 3D for the real estate developer BROOKSFIELD - VILLA DAS FONTES. Complex 3D project, all humanized, with several films produced, including showing the surroundings of the development in the city of Rio de Janeiro in 3D.

Brookfield

Incorporações

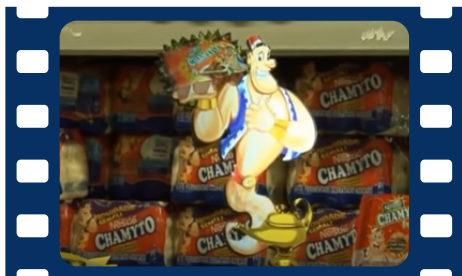


Creation of 3D virtual characters in Motionbuilder, a COXINHA and a LETTUCE for NESTLÉ company, to present the quality of the new products in its line for the National Convention of the company. I carried out the 3D modeling, texturization, rigging, and programming of the two 3D characters.

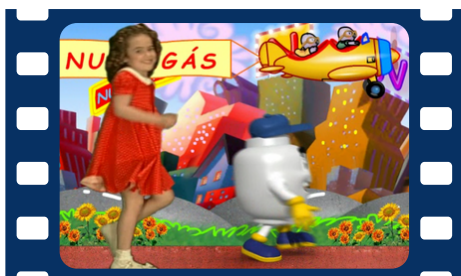


I created a 3D video for the HOLOGRAPHY BOX® featuring the character GÊNIO CHAMYTO from Nestlé. I modeled the character in 3D with infinite looping and localized 3D animation with static borders.

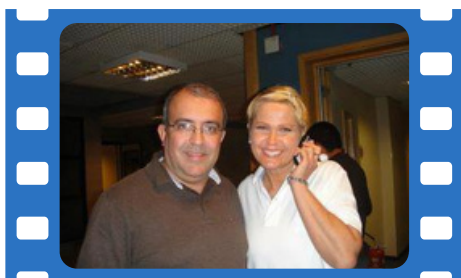
Chamyto®



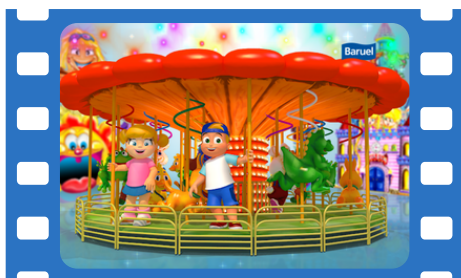
I created the 3D virtual character NUTRIGÁS using Motionbuilder for the company NUTRIGÁS. The project involved 3D character modeling, texturing, rigging, and object-oriented programming for real-time performance.



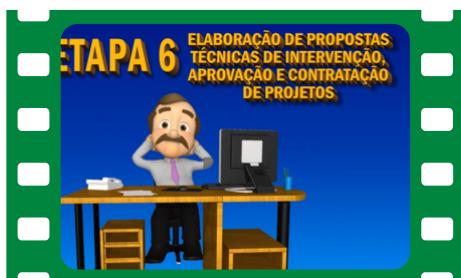
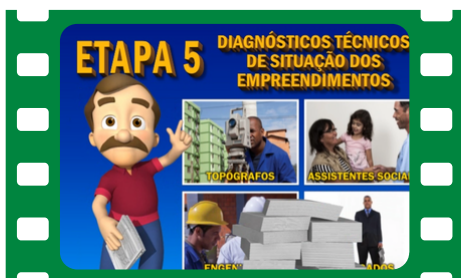
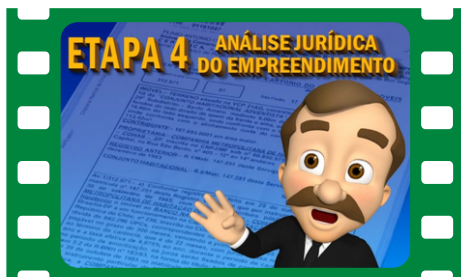
Creation of the XUXINHA and GUTO characters for children's TV presenter XUXA MENEGHEL in Motionbuilder, as virtual 3D characters, for real-time acting alongside XUXA during the 2011 season of the "MUNDO DA XUXA" program on REDE GLOBO INTERNACIONAL.



The Baruel company is one of the largest cosmetics companies in Brazil and has a long-term contract with Xuxa Meneguel. I was hired to make this film for the Mother's Day celebration in Brazil, using the characters Xuxinha and Guto.



Creation of a 4.49" 3D animation film for the Brazilian governmental housing agency COHAB, where the main character, ENGINEER DIDI (mascot of the artist RENATO ARAGÃO - DOS TRAPALHÕES), modeled in 3D by me, presents the agency's activities in an institutional way. My responsibility was from 3D modeling to the final composition of the video;



CREATION OF THE VIRTUAL CHARACTERS MÔNICA AND CEBOLINHA in 3D version in Motionbuilder software for the CRIANÇA ESPERANÇA; program on REDE GLOBO DE TELEVISÃO, so that the two famous MAURICIO DE SOUZA characters interacted with presenters (TV personalities) while performing and recording the program in real-time. My responsibility was 3D modeling of the two characters, rigging, texturing, and 3D animation, as well as programming for real-time performance.



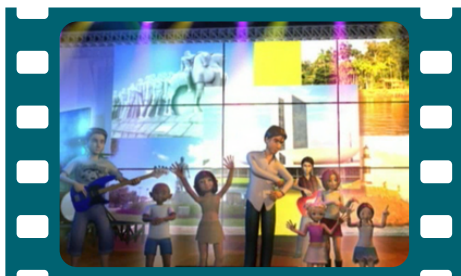
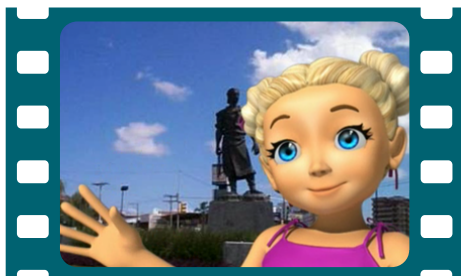
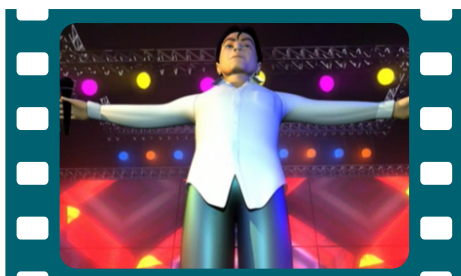
Creation of a 3D animation film for the BRAZILIAN TOURISM MINISTRY called "National Campaign against Child Exploitation." Once the storyboard was received, I did the entire project from 3D modeling of characters, texturing, 3D animation, and final composition. A 30-second film.



Turismo
Sustentável
e Infância



PORÃO Rock



Creation of the DRAGOLIM character in 3D, a mascot for the Beijing Olympics, which was a little dragon with butterfly wings used in a series of films designed to bring curiosity about the 2008 Olympic Games in Beijing, China. I also developed a version of the same character as a 3D Virtual Puppet in Motionbuilder for use in live TV programs in real-time. In this project, I performed 3D modeling, texturing, rigging, and 3D animation, as well as programming to implement the system in real-time.

