Demoreel 2025 – Oliver Vogel

Element No.	Project	Task	Notes
01	Andor S01	Adding elements to bridge and tie fighter	My first Star Wars animation with an original, official Star Wars asset! :D
02	The Flash	Layout of construction site (crane, concrete pillars, scaffolding etc.)	Car animation and destruction was done by different artists
03a	Spy Kids: Armageddon	Shot setup for background replacement	
04a	The Batman	Preparation of water plane and geo cache for FX water sim	Tech support
04b	The Batman	Bespoke environment layout for background and helmet reflections	
05	Andor S01	Adding concrete pillar screen left	
06	The Flash	Shot assembly, main artist for setting up the damaged laboratory with assets	This was really fun!
07	Andor S01	Adding quarry in background	
08	Spy Kids: Armageddon	Replacing go-kart with kart asset, adding kids plate and foreground element (trees, trashcans etc.)	
09a	Andor S01	Placing spaceship in the CG environment, adding individually animated meteorites	
09b	Andor S01	Adding spaceship	
10a	The Batman	FX support (water plane placement)	Tech support
10b	The Batman	Augmenting shots with additional elements (e.g. streetlights) and fixing tech issues	
11	The Flash	Shot setup: placing vending machine and roto animated character in CG environment, filling vending machine with lots of sweets...	
12a	Andor S01	Adding spaceship in background	

13	The Batman	Updating elements and caches for FX, both on jumbotron and ceiling assets	
14	Andor S01	Initial shot layout for underwater environment, first pass diver animation	
15	The Flash	Environment setup and maintenance (background city, plaza, underground parking lot etc.)	Sequence was primarily taken care of by Iskander Mellakh ([Visual Effects, Post Production & Animation	ICM Studios](#)) and me.
16	Spy Kids: Armageddon	Shot setup (adding kart asset and kids plate, matchmove elements for foreground cars)	
17	The Flash	"Flash Time" asset sequence continuity maintenance, adding individual props per shot etc.	Initial sequence prepared by Animation department
18a	Spy Kids: Armageddon	Shot setup and initial background cave layout, several bespoke shot adaptations	No robot animation, just initial placement
19a	Godzilla x Kong: The Frozen Empire	Debris distribution, adding rubble piles, first draft crystal animation	Joined for final delivery push
18b	Spy Kids: Armageddon	Shot setup for holographic overlay	
18c	Spy Kids: Armageddon	Replacing go-kart with kart asset, adding kids digital doubles and digital doubles for pursuers, and foreground vehicle (incl. final animation for car)	
19b	Godzilla x Kong: The Frozen Empire	Debris distribution, adding rubble piles	Joined for final delivery push
03b	Spy Kids: Armageddon	Shot setup for background replacement	
20	Andor S01	Adding background stairs	
21	The Flash	Shot setup, manually animated foreground assets, initial plush animation	Poor little plush… :D
12b	Andor S01	Adding spaceship in background	