

Thorsten Kuttig 

3D Artist (General) at Madness GmbH

Würzburg Area, Germany | Motion Pictures and Film

<b>Current</b>	<ul style="list-style-type: none"> <li>• <b>3D Artist (General) at Madness GmbH</b></li> <li>• <b>Freelancer / 3D Artist - "Ready And Willing" at "wherever you need me"</b></li> <li>• <b>Founder &amp; Owner at e-Sence® - digital department</b></li> </ul>
<b>Past</b>	<ul style="list-style-type: none"> <li>• 3D Artist (General) at Soulpix</li> <li>• Motion Graphics Artist at AV MEDIEN BUSINESS PICTURES GmbH</li> <li>• 3D Artist (General) at Soulpix</li> </ul>
<b>Education</b>	<ul style="list-style-type: none"> <li>• LAZI Akademie</li> <li>• ILS Hamburg</li> <li>• AVID Technology, Hamburg</li> </ul>
<b>Recommendations</b>	11 people have recommended Thorsten
<b>Connections</b>	108 connections
<b>Websites</b>	<ul style="list-style-type: none"> <li>• <a href="#">My Portfolio</a></li> <li>• <a href="#">My Company</a></li> <li>• <a href="#">My Website</a></li> </ul>
<b>Twitter</b>	<ul style="list-style-type: none"> <li>• <a href="#">TiKay</a></li> </ul>
<b>Public Profile</b>	<a href="http://de.linkedin.com/in/tikay">http://de.linkedin.com/in/tikay</a>

## Summary

21 years experience in computer graphics.  
Specialized in character- and prop animation  
(traditional and mocap), skinning, modeling,  
also experienced in texturing, lighting and rendering  
in Autodesk Maya or 3DS Max as well as Supervision and Producing.

### Specialties

See my full descriptions at <http://www.virtual-characters.de>  
and <http://www.e-Sence.de>.  
Here you'll find my vitae, skills, references and my showReel

## Experience

### 3D Artist (General)

#### Madness GmbH

Animation industry

January 2010 – Present (4 months)

Working on a 3 min. character animation (product feature), a 3D stereoscopic feature, explaining the function of 3 as well as a product feature with lots of character animations

### Freelancer / 3D Artist - "Ready And Willing"

#### "wherever you need me"

Animation industry

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January 2009 – Present (1 year 4 months)

Just for you to know, that you can book me in advance (from January 2010 on)

### Founder & Owner

#### **e-Sence® - digital department**

Motion Pictures and Film industry

April 1999 – Present (11 years 1 month)

Character Animator, Digital Artist, Composer, Motion Capture Artist, Technical Director

[Thorsten has 1 recommendation](#) (1 co-worker) including:

[Sonja Schlichter](#), *Founder & Owner, e-Sence® - digital department*

### 3D Artist (General)

#### **Soulpix**

Motion Pictures and Film industry

October 2009 – November 2009 (2 months)

Working on a 2 min. short (modeling, shading, rendering, prop- and cameraanimation)

### Motion Graphics Artist

#### **AV MEDIEN BUSINESS PICTURES GmbH**

Motion Pictures and Film industry

August 2009 – September 2009 (2 months)

Production of a teaser for Eberspächer GmbH,  
an international supplier for automotive products.

### 3D Artist (General)

#### **Soulpix**

Motion Pictures and Film industry

July 2009 – July 2009 (1 month)

Worked on adverts for DEVK Insurances and also did some modeling for Euronics commercials

### 3D Artist (General)

#### **Madness GmbH**

Media Production industry

January 2009 – June 2009 (6 months)

June 2009:

Working on a complete production line/assembly line for  
a 11 monitor presentation and several smaller visualizations.

May-June 2009:

Working on a multi-screen animation about a "N40 Necking Station" (technical vis., shading, animation) and a 3D stereoscopic teaser

May 2009: Working on a 1:30min long 3D stereoscopic movie  
(visual FX, modeling, shading, animation)

Jan- April 2009:

Working on several visualization projects and a corporate video, including 5 "Transformer"-Animations.

### 3D Artist (General)

#### **Soulpix**

Animation industry

October 2008 – December 2008 (3 months)

General 3D Artist for several projects and clients

## Designer

### [PRS \(Professional Racing Simulation\)](#)

Aviation & Aerospace industry

October 2008 – November 2008 (2 months)

Working on graphical content for a new 1:1 Racing Simulation Prototype...more information to come!

## Lead Artist

### [Theory 7 \(Maidstone, UK\)](#)

Animation industry

July 2008 – September 2008 (3 months)

For the new "Ford Fiesta - This Is Now" website, Theory 7 built the "Zeitgeist"-City (production name), where I was responsible for creating photorealistic environments, buildings, props etc. as well as texturing, lighting, rendering in 3DS Max.

Furthermore I animated the cars and cameras for 6 shots and did the complete shading and lighting of the city.

[Thorsten has 1 recommendation](#) (1 co-worker) including:

[Nadya Slade](#), *Miss, Theory7 Ltd*

## Director

### [GL Consult GmbH \(Nuremberg, Germany\)](#)

Information Technology and Services industry

January 2008 – June 2008 (6 months)

I directed the Mid-Budget production "30 Years of Küchen-QUELLE", which was filmed in HD on Panasonic and JVC cameras. I also animated the Küchen-QUELLE mascot "Anton" for r.a. 60 Shots (motion capture) . Later on I did the compositing and editing of this 20 min. long movie.

## Senior 3D-Artist

### [Stoll.von Gati GmbH \(Crailsheim, Germany\)](#)

Animation industry

August 2007 – December 2007 (5 months)

Mainly responsible for industrial visualization content, incl. modeling, texturing, shading, lighting and rendering, as well as post production and trainee education.

## Animator

### [Mackevision \(Sindelfingen, Germany\)](#)

Automotive industry

February 2007 – March 2007 (2 months)

At Mackevision I animated r.a. 60 cameras and the new Mercedes AMG CLK 63 Black Series Sportscar, for roundabout 100 Shots.

## 3D Lead & Animator

### [Galerie Der Medien \(Munich, Germany\)](#)

Privately Held; 11-50 employees; Automotive industry

February 2007 – February 2007 (1 month)

I was 3D Lead for a fully CG-animated imagefilm of the new Mercedes AMG CLK 63 Black Series Sportscar, for which also animated the cameras and the car in r.a. 100 Shots.

## Technical Consultant Character Pipeline

### [263 Films Spa \(Milan, Italy\)](#)

Partnership; 11-50 employees; Motion Pictures and Film industry

February 2006 – December 2006 (11 months)

Consulting activity for the character pipeline and responsible for skinning and rigging of all characters, incl. mocap-facial setup for the italian featurefilm "Dear Anne - The Gift Of Hope"

Thorsten has 3 recommendations (2 co-workers, 1 client) including:

[Boaz Fine](#), *animator, 263Films*

[Dario Picciau](#)

### Head Of 3D

#### **GL Consult GmbH (Nuremberg, Germany)**

Partnership; 11-50 employees; Animation industry  
June 2004 – December 2005 (1 year 7 months)

Responsible for setting up a 3D-Department and working for several clients like SIEMENS, Küchen-QUELLE, mister + la jeans etc

Thorsten has 2 recommendations (1 co-worker, 1 partner) including:

[Viktor Nikolic](#), *Sales Manager, GL Consult GmbH*

[Florian Neuner](#), *Employee, GL Consult GmbH*

### Additional Financial Co-Producer

#### **Ambient Entertainment GmbH & Co. KG (Hannover, Germany)**

Partnership; 51-200 employees; Motion Pictures and Film industry  
September 2001 – October 2003 (2 years 2 months)

Germany's first digital feature film "Back To Gaya" aka "Boo, Zino & The Snurks"

Thorsten has 1 recommendation (1 co-worker) including:

[Oliver "Olee" Finkelde](#)

### Technical Director MoCap

#### **Ambient Entertainment GmbH & Co.KG (Hannover, Germany)**

Partnership; 51-200 employees; Motion Pictures and Film industry  
September 2001 – October 2003 (2 years 2 months)

Management of the whole motion-capture process from setting up the systems and leading a team of ca. 10 artists, to shoot the desired data in 14 days

### Character Animation Supervisor

#### **Ambient Entertainment GmbH & Co.KG (Hannover, Germany)**

Partnership; 11-50 employees; Motion Pictures and Film industry  
September 2001 – October 2003 (2 years 2 months)

Responsible for leading the animation team for "Galger", "Brampf" and "Zeck", called "The Snurks" in germanys first digital feature film, called "Back To Gaya" aka "Boo, Zino and the Snurks"

Thorsten has 1 recommendation (1 co-worker) including:

[Heribert Raab](#), *R&D Artist, SpecialFX Artist, Ambient Entertainment*

### Character Modeler

#### **Ambient Entertainment GmbH & Co.KG (Hannover, Germany)**

Partnership; 11-50 employees; Motion Pictures and Film industry  
September 2001 – October 2003 (2 years 2 months)

I've modeled the primary characters "Alanta" and "Zeck" and the secondary character "Billy" for germanys first digital feature film, called "Back To Gaya" aka "Boo, Zino and the Snurks"

### Character Setup Supervisor (Skinning)

#### **Ambient Entertainment GmbH & Co.KG (Hannover, Germany)**

Partnership; 11-50 employees; Motion Pictures and Film industry  
September 2001 – October 2003 (2 years 2 months)

Responsibility for skinning all primary and secondary characters in germanys first digital feature film, called "Back To Ga aka "Boo, Zino and the Snurks"

### Character Animator, Modeler & Facial Animation Artist

#### [I-D Media GmbH & Co. KG \(Aalen, Germany\)](#)

Public Company; 51-200 employees; Animation industry

1997 – April 1999 (2 years)

I took responsibility for the facial animation of germanys first virtual popstar, called E-Cyas

[Thorsten has 2 recommendations](#) (2 co-workers) including:

[Florian Linner](#)

[Sven Dreesbach](#)

### Character Modeler & Rigger

#### [electronic colors \(Malta\)](#)

Privately Held; 1-10 employees; Entertainment industry

February 1998 – November 1998 (10 months)

I modeled and rigged several characters and creatures for games and TV Shows

### 3D Artist

#### [Creative Illusions And Art \(Wildeshausen, Germany\)](#)

Privately Held; 1-10 employees; Graphic Design industry

January 1993 – January 1995 (2 years 1 month)

One of my first companys I worked for as 3D Artist for several smaller projects

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## Education

### LAZI Akademie

#### [Film & Communicational Design](#)

1997 – 2000

### ILS Hamburg

#### [Graphics Design](#)

January 1995 – January 1997

### AVID Technology, Hamburg

#### [certified AVID Media/Film Composer Artist](#)

1995 – 1995

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## Recommendations For Thorsten

### Founder & Owner

#### [e·Sence® - digital department](#)

“Thorsten is my colleague & partner since 1999. We realized many projects together and I'm absolutly glad that I found such an unimpeachable partner to work with. He always keeps a level head and is one of the hardest working people I've ever had the pleasure to collaborate with.” *December 22, 2006*

[Sonja Schlichter](#), *Founder & Owner, e·Sence® - digital department*

worked directly with Thorsten at e·Sence® - digital department

### Lead Artist

#### [Theory 7 \(Maidstone, UK\)](#)

“Thorsten has been an integral part of our team for the Ford Fiesta project. He has fantastic technical abilities, his modeling, lighting, animation and texturing are also excellent. He is a pleasure to work with, positive, extremely dedicated and a wealth of knowledge in his field, he is essential to any project he's working on.” *September 22, 2008*

[Nadya Slade](#), *Miss, Theory7 Ltd*  
managed Thorsten indirectly at Theory 7 (Maidstone, UK)

## Technical Consultant Character Pipeline

### 263 Films Spa (Milan, Italy)

“Thorsten is a great person to work with and to learn from. he is a very highly able professional and a person to trust. All his work that passed through me or had passed to me was flawless. In every way- professional and personal, Thorsten is a person you want to have by your side in a production: working in it, for it ,or leading it.” *December 21, 2006*

[Boaz Fine](#), *animator, 263Films*  
worked directly with Thorsten at 263 Films Spa, Italy

“Thorsten is one of the best artist i worked with. Precise, serious and objective. A good leader too. A key for any production.” *December 17, 2006*

**Top qualities:** Expert, On Time, High Integrity

[Dario Picciau](#)  
hired Thorsten as a Tech consultant and Character Pipeline in 2006

“A must-have in the team!” *December 12, 2006*

[Andrea Arghinenti](#), *Rigger TD, 263 Films S.p.a*  
worked directly with Thorsten at 263 Films Spa, Italy

## Head Of 3D

### GL Consult GmbH (Nuremberg, Germany)

“Thorsten is a hard working guy with a tremendous ammount of straightness, accuracy and discipline. It has been a real pleasure to work with Thorsten. You can rely on him totally.” *December 22, 2006*

[Viktor Nikolic](#), *Sales Manager, GL Consult GmbH*  
was with another company when working with Thorsten at GL Consult GmbH, Germany

“He's an amazing 3D-Artist. Thorsten was like a teacher for me and i've learned so much from him. It was incredible to have such a strong Head of 3D in our company. There has never been a missed deadline under the leadership of Thorsten. Working about 20h per day? No problem for him...” *May 22, 2006*

[Florian Neuner](#), *Employee, GL Consult GmbH*  
worked directly with Thorsten at GL Consult GmbH, Germany

## Additional Financial Co-Producer

### Ambient Entertainment GmbH & Co. KG (Hannover, Germany)

“I worked with Thorsten on "back to gaya". he is incredibly experienced and talented, very kind and always helpful - just fun to work with. keep up the good work!” *February 22, 2006*

[Oliver "Olee" Finkelde](#)  
worked with Thorsten at Ambient Entertainment GmbH & Co. KG, Germany

## Character Animation Supervisor

### Ambient Entertainment GmbH & Co.KG (Hannover, Germany)

“His technical expertise and knowledge has improved the work flow of this production. He is always helpful and his driv

to do the best he can is an inspiration to us all." *August 19, 2006*

[Heribert Raab](#), *R&D Artist, SpecialFX Artist, Ambient Entertainment*  
worked with Thorsten at Ambient Entertainment GmbH & Co.KG

## Character Animator, Modeler & Facial Animation Artist

### I-D Media GmbH & Co. KG (Aalen, Germany)

"It has been a real pleasure to work with Thorsten. He has a wide range of knowledge, always gives 100% and is a good guy. I learned a lot working with Thorsten." *February 20, 2006*

[Florian Linner](#)  
worked directly with Thorsten at I-D Media GmbH & Co. KG

"Thorsten came in as a real firefighter on our first music promo for Edel Records in 1999. He is a very durable & flexible artist & TD not only using one software fluently. He also fit in well into our working atmosphere!" *February 17, 2006*

[Sven Dreesbach](#)  
worked with Thorsten at I-D Media GmbH & Co. KG

## Additional Information

### Websites

- [My Portfolio](#)
- [My Company](#)
- [My Website](#)

### Twitter:

- [TiKay](#)

### Interests

[cinematography](#), [my sportscar \(Corvette C6\)](#), [new zealand](#), [music](#)

### Groups and Associations

[Open Business Club - Platform for social networking and business contacts](#)

[Crew United - for professionals in the German speaking film industry](#)

[AIDB - Animation Industry Database](#)

[IMDB - The Internet Movie Database](#)

[CG Society - Society of digital artists](#)

### Honors and Awards

1998 - animago award - 2nd place - visualization  
1999 - animago award - 1st place - product-design - AWARD  
2000 - animago award - 3rd place - virtual characters  
2001 - animago award - 1st place - virtual characters  
2009 - IF Design award - category "Animation"  
2010 - intermedia globe "GOLD" award - category "Animation"

## Contact Settings

### Interested In

- career opportunities
- job inquiries
- business deals
- getting back in touch
- consulting offers
- expertise requests
- reference requests

## Contacting You

How a user can contact you depends on how he or she is connected to you:

- If a connection views your profile, he or she sees your email address
- If a user in your network views your profile, he or she sees a “Get Introduced” button
- If a user in the LinkedIn Network tries to view your profile, he or she will see an anonymous profile and a “Contact Directly” button

[Change your contact settings.](#)

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