

Thorsten Kuttig

Skills (based on productions in my experience) – April, 20th, 2009

(4=very good, 3=good, 2=OK, 1=poor/newbie/long time ago)

Software experiences

Alias Maya	3-4	(since publication, own license)
Alias PowerAnimator	1	(1/2 year, 1998)
3D-Studio Max	3-4	(8 years, with a lot breaks)
Lightwave 3D	1	(7 years, with a lot breaks)
Softimage	1	(1 year, 1998-1999)
Techimage-Artiface	1-2	(1 year, 1999)
ZBrush	1	(A few weeks)
Mudbox	1	(I guess it'll need very less time to get in)
Silo	1	(A few days)
Modo	1	(A few days)
Boujou	2-3	(A few weeks)
Kayadara FilmBox/Motionbuilder	3-4	(7 years, with breaks)
Vicon 8/MX Motion Capturing System	2	(2.5 years, with breaks)
Motion Analasys Mocap System	1	(1 year, 1999)
AVID Media Composer (8000)	1	(1/2 year, 1996, certified)
Adobe AfterFX	3-4	(10 years, own license)
Softimage DS	1	(1/2 year, 1999)
Discreet combustion	3-4	(since publication, with breaks)
Nuke	1	(A few days)
Shake	1	(A few days)
Adobe Premiere	4	(since publication, own licenses)
Canopus Edius Pro	4	(2 years, own license)
Elastic Reality	4	(8 years, with breaks)
RealViz ReTimer	1	(1 year, 2001)
Adobe Photoshop	3	(9 years, own licenses)
BodyPaint	1	(1 year, 2002)
DeepPaint	1	(1 year, 2002)
DVD-Maestro	4	(6 years)

skills modelling/texturing (nurbs 2-3 / polys 4 / subdiv-surfaces 3)

- Characters 3-4
- Sets 4
- Props 3-4
- Texturing/unwrapping/uv-sets etc 2-3
- Optimization of geometrys 3-4

skills character-setup/rigging

- smooth-binding 4
- rigid-binding 4
- influence-objects 3-4
- clustering etc. 4
- skeleton setup/rigging 4
- Mocap 4
- FK/IK 1-2
- facial setup for mocap 4

skills animation

- face capturing **3-4**
- facial animation **3**
- motion capture based animation **3-4**
- Filmbox/Motionbuilder
 - data-cleaning **4**
 - motion-blending **4**
 - animation **3**
- forward /inverse kinematics **2** (break-in period needed)
- dynamics
 - softbodies **2-3**
 - particles **1-2** (break-in period needed)
- fur **2-3** (break-in period needed)
- hair (never used)
- cloth **2-3** (break-in period needed)
- object/camera-tracking (Maya) **3-4**

skills rendering

- lighting **2-3**
- caustics (never used)
- global illumination
 - Mental Ray **3-4**
 - VRay **2-3**
- final gathering
 - Mental Ray **2-3**
 - VRay **2-3**
- mental ray general **3** (without programming shaders etc)
- render-/layer management/
-optimization **3-4**

skills programming (poor)

I´m able to write some simple expressions, but nothing special

additional skills

- Macromedia Flash Animation **2-3** (break-in period needed)
- HTML **1-2**
- screen-design **2-3**
- editing **3-4**
- rotoscoping **2-3** (break-in period needed)
- compositing **2-4** (pre-compositing / standard)
- sound editing **2-3**
- morphing **2-4** (break-in period needed)
- DVD-Authoring **3-4**

favourite tasks:

- skinning (body/facial)
- character modeling (polys) & animation
- motion-capture based animation
- facial-setup and -animation
- prop-and set modeling & -animation
- compositing
- editing