

# Thorsten Kuttig

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<http://www.virtual-characters.de>

Date of Birth: November 19<sup>th</sup>, 1969  
Place of Birth: Hamborn / Germany  
Marital Status: unmarried, 3 children  
Residency Status: German citizen  
Work permit: European Union  
Driving Licence: Class B



## OVERVIEW

I am a highly motivated, flexible and dynamic team-player, who can also work independently. Furthermore I am a production and solution oriented character with a strong sense of light, color, shape, space and movement with a persistent "can-do" and "wanna-learn" attitude. In my 20 years experience in the different fields of CGI, I learned to work deadline oriented as well as quality based: "...just what the doctor ordered" or, if possible a little bit more...a little bit better! For me it doesn't matter how I can bring things to life, it's not only a job, it's a passion.

My special amenities:

- Allrounder
- Ability to learn fast
- Excellent stamina
- Good communication skills
- Ingenuous, loyal and reliable
- Leadership abilities
- Fluent in English, German

## WORK EXPERIENCE

2009/actual

### **Freelancer for ideamano S.L., Spain**

- Motion Graphics Artist and responsible for animating a teaser for TourDeGlobe, an new online platform for bicycle enthusiasts.

### **Freelancer for AV Medien Business Pictures GmbH, Stuttgart**

- Motion Graphics Artist and responsible for animating a design- and movement-oriented teaser for the IAA (Internationale Automobil Ausstellung)  
*Clients:* Eberspächer GmbH & Co. KG, FACT! GmbH

### **Freelancer at SoulPix, Hannover**

- 3D Generalist and responsible for modeling, lighting and shading of 3 different scenes for an advertising campaign (display posters)  
*Clients:* Milford (OSTFRIESISCHE TEE GESELLSCHAFT, Laurens Spethmann GmbH & Co. KG)
- Modeler for modeling washing machines for a TV commercial  
*Clients:* Euronics Deutschland eG
- Modeler and animator for a 2 min. short movie  
*Clients:* MaxXRam Innovation Ltd. & Co. KG

### **Freelancer at Madness GmbH, Göppingen**

- 3D Generalist and responsible for lighting, shading and animation of a "N40" Necking Station (bottlenecking machine), which was supposed to be screened on 11 monitors.  
*Clients:* Hinterkopf GmbH
- 3D Generalist and responsible for modeling, lighting, shading and animation for a 2,5 min stereoscopic teaser.  
*Clients:* projectiondesign
- 3D Generalist and responsible for modeling, lighting, shading and animation for a 5 minute corporate movie and a 2,5 min corporate movie about industrial gears. (Winner of the IF Communication Design award 2009)  
*Clients:* SEW Eurodrive GmbH

2009/actual

**Freelancer at Madness GmbH, Göppingen**

- 3D Generalist and responsible for lighting, shading and animation for several industrial visualizations.  
*Clients:* SICK Vertriebs GmbH, Pilz GmbH & Co. KG

2008

**Freelancer at SoulPix, Hannover**

- 3D Generalist and responsible for modeling, lighting, shading and animation.  
*Clients:* Deutsche Bank, Burgerking, Scholz & Friends Group, Kempertrautmann GmbH, Laurens Spethmann GmbH & Co. KG (Milford Tea) and others.
- Additional modeling and texturing for the german feature-movie „Salami Aleikum“

**Freelancer for PRS GmbH – Professional Racing Simulation, Aachen**

- Logo- and screendesign for a new 1:1 Formula 1 Racing Simulator
- Design of navigation-screens for the simulators 360 degree projection dome

**Freelancer at Theory 7 LTD., Maidstone, UK**

- Lead Artist for the “Zeitgeist-City”-Project for the new Ford Fiesta (Client: FORD Motors)
- Creating, lighting, animating and rendering environments, buildings, cars and cameras for 7 shots (overall length: 1:30 min)
- Scene-splitting and render-management
- Supervising modeling artists (on- and offsite)
- Setting up a renderfarm of 28 DELL Poweredges (Single-, Dual and Quad-Quadcores)  
*Clients:* Microsoft Corp., FORD Motors

**Freelancer at GL Consult GmbH and Küchen-QUELLE, Nuremberg, Germany**

- Direction of the movie “30 Years Küchen-QUELLE – The Anniversary Movie”, filmed in HD on Panasonic and JVC cameras.
- Animation of “Anton – The Küchen-QUELLE Mouse”, mocap-based animation
- Editing and compositing of 3 minutes real- and 3D-footage  
*Clients:* Küchen-QUELLE GmbH

**Freelancer for Ghost-O-One GmbH, Wuppertal, Germany**

- Motion Capture based animation of 3 human characters for a 3 min. movie  
*Client:* Erbslöh GmbH

**Freelancer at endemol GmbH, Cologne, Germany**

- On air introduction of 4 female Big Brother housemates into “VirtualMe”
- Content creation for the “character items”

**Freelancer for DigiMice GmbH, Neu-Isenburg, Germany**

- Rigging/Skinning of character accessoires

**Freelancer for Sevenload GmbH, Cologne at endemol Germany**

- Generation of 3D characters of the moderators and house-mates for the new Big Brother season (8) in Germany (together with Electronic Arts)
- Consulting for Character Development / Broadcast
- Big Brother Logo-modeling and –animation

2007

**Freelancer / Senior 3D Artist at Stoll.von Gáti GmbH, Crailsheim, Germany**

- Modeling, shading, lighting, animation and render setup for mainly technical visualizations as well as industrial movies, imagefilms etc.
- Education of trainees  
*Clients:* Voith Turbo GmbH, Pepperl + Fuchs GmbH, Elliott GmbH (Swiss) etc.

- 2007 **Freelancer at Mackevision GmbH and Gallery Of Media GmbH; Munich, Germany**
- 3D Lead for Mercedes AMG CLK "Black Series" Project (Cam- and Car Animation)  
Clients: *AMG*
- 2006 **"Dear Anne – The Gift Of Hope" - CG Feature Film at 263 Films, Milano, Italy**
- Technical consultant for character-pipeline and mocap
  - Character Modeling consultant, regarding skinning and animation
  - Skinning of all 38 characters
  - Facial mocap-setup for all characters (Maya/Motionbuilder-based)  
Clients: *263 Films srl*
- 2004-2005 **Freelancer for clients like TF1 - Toyota Panasonic Racing, QUELLE/Küchen-QUELLE, SIEMENS Particle Therapy, SIEMENS Medical Solution and GL Consult GmbH**
- Modeling, Animation and Rendering of a Toyota TF 105
  - Modeling, Animation and Rendering of a "Particle Therapy Clinic"
  - Setting up a 3D Department, incl. setup of a 40 CPU DELL renderfarm
  - Modeling, Animation and Rendering of a 12 min. shortmovie
- 2001-2003 **"Back to Gaya" – CG Feature Film at Ambient Entertainment GmbH, Hannover, Germany**
- Additional Financial Co-Producer
  - Technical Director Motion Capture (Vicon8+)
  - Animation Supervisor (Snurks: Galger, Zeck & Brampf)
  - Skinning and Setup (main- and secondary characters)
  - Character-Modeling (main characters: Alanta, Zeck, sec.: Billy)
  - Filmbox Artist  
Clients: *Ambient Entertainment GmbH & Co. KG*
- 1999-2001 **Founding my agency "e-Sence® - digital department"**
- Low budget commercials and print services
  - Several modeling and design services
  - Website and Flash services
  - Several project-management and consulting services
- 1997-1999 **Freelancer/Trainee for ID Media AG and several smaller agencies**
- Development of E-Cyas, germanys first virtual popstar  
(Head-modeling and facial animation with ArtiFace on IRIX-systems)
  - Working on "Are You Real" music-clip with E-Cyas
  - Working on virtual houses for "Traumhochzeit", a german TV-series
  - Several smaller modeling and design-jobs, incl. screendesign etc.  
Clients: *Metronet, SONY, VW, Alcatel, TUI, West, Exnorm Haus, Endemol etc.*
- 1990-1997 **German Air Force (Grade as sergeant)**
- Education as **aircraft mechanic** (7 months)
  - Working as **aircraft mechanic** in Germany, Portugal, Canada
  - Education as **photographic-laboratory assistant** (7 months)
  - Working as photographic-laboratory assistant and airport photographer  
(16mm b/w film- and picture development)
  - Starting self-tuition in CGI (on Amiga with Quicksilver, Turbosilver, Imagine etc)
  - Working for a lot of smaller agencies and providing them with logos and simple advertising trailers, prints etc. in my leisure time.

## EDUCATION

1997-1999	Course of study in <b>film-&amp; communication design</b> (LAZI Akademy, Esslingen, Germany)
1995-1997	Study by correspondence course in <b>graphic-design</b> (ILS Hamburg, Germany) (supported by german army)
1986-1990	professional training as a machine-building mechanic at KYNAST GmbH, Quakenbrück, Germany

## TRAINING ACTIVITIES

1996	<ul style="list-style-type: none"><li>• intensive course on <b>AVID Media Composer 8000</b> at AVID Technology</li><li>• intensive course in C++</li><li>• intensive course in MS-DOS/Windows/Office</li><li>• intensive course in computer hardware</li></ul>
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## NETWORKS & FURTHER ACTIVITIES

- Member of LinkedIn-Network
- Member of XING-Network
- Parashuting, Bungee-Jumping, Travelling
- Music, Cinematography, Photography

## REFERENCES

Reinhard Klein	Director of AV Medien Business Pictures GmbH	<a href="mailto:info@av-businesspictures.com">info@av-businesspictures.com</a>
Axel Berne	Director of Madness GmbH	<a href="mailto:axel.berne@3dmadness.de">axel.berne@3dmadness.de</a>
Frank Sennholz	Director of Soul Pix	<a href="mailto:frank@soulpix.de">frank@soulpix.de</a>
Sascha Dinter	Head Of 3D, Digimice GmbH	<a href="mailto:sascha@digimice.com">sascha@digimice.com</a>
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Haggi Flöser-Krey	Head Of 3D, Ambient Entertainment GmbH	<a href="mailto:haggi@haggi.de">haggi@haggi.de</a>
Pit Vetterick	Former Head Of 3D, ID Media AG	<a href="mailto:pit@ice-technologies.com">pit@ice-technologies.com</a>
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