

Carl Albrecht

3D Artist / Animator / Director

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EDUCATION

Tygerberg School of Graphic Art in Cape Town, South Africa
Graduated with honors
1995

City Varsity School of Media in Cape Town, South Africa
Diploma in Multimedia Design & Production
1999

EXPERIENCE

October 2016 to September 2017 – Freelance Cloth and Mocap TD
TRIXTER (<http://www.trixter.de>)
Berlin, Germany

- Freelance Cloth & Mocap TD for Spider-Man: Homecoming from October 2016 - June 2017 and on Thor: Ragnarok from July until September 2017

September 2013 to September 2016 – Freelance 3D Artist
Midnight Commercial (<http://www.midnightcommercial.com>)
New York, USA

- Created and animated 3D visualizations of their art installations in 2013, created an animated pre-visualisation of their Triangular Series which was featured at Art Miami and Art Basel in 2014, created a 4min animated window display for the Cartier store in Manhattan in 2014 and lead a team of creatives to create a 6k animated window display in 2016.

September 2010 to February 2016 - Freelance 3D Artist
Rise FX (<http://www.risefx.com>)
Berlin, Germany

- VFX Artist / Animation TD and Matchmove artist: developed cloth simulations for a crowd scene in 2010, Particle FX for "Measuring the World" in 2012, did match moving and animation for "Captain America: The Winter Soldier" in 2014 and animation TD work for "Renegades" in 2016

March 2013 to July 2014 - Freelance 3D Artist
Chimney (<http://www.chimneygroup.com>)
Berlin, Germany

- 3D Artist / Animator for TVC's for Volkswagen and Peugeot

October 2009 to August 2013 - Freelance 3D Artist / Director
m box Bewegtbild GmbH (<http://www.m-box.de>)
Berlin, Germany

- 3D Artist / Animator / Director and Motion Capture Editor: created the intro and outro animations for "Magic Box", an award winning installation featured at the Expo 2010 in Shanghai, created various 3D animations for broadcast, commercial and in house projects from 2009 to 2014. Directed and animated a 3D short, "Jumper" produced by m box in 2013

July 2011 to April 2013 - Freelance 3D Artist

LUG Animation und Bildgestaltung GmbH (<http://www.lugundtrug.net>)

Berlin, Germany

- 3D Artist / Animator - Created high end, 3k sized 3D animations and performed generalist shading, lighting and rendering tasks with Vray for 3 consecutive Volkswagen Group Nights: Frankfurt (2011), Paris (2012) and Shanghai (2013)

August 2010 to September 2010 - Freelance 3D Artist

Cine Chromatix (<http://www.cine-chromatix.de>)

Berlin, Germany

- VFX Artist / Animator: Animated / Lighted and Rendered several pre-visualisations of a high-speed train for Bombardier Inc.

August 2008 to March 2009 - Freelance 3D Artist

Dyrdee Media (<http://www.dyrdee.com>)

Berlin, Germany

- 3D Artist / Animator - Created and animated elements of award winning broadcast projects for MTV in 2008 and did several animations for their KIKA broadcast identities in 2009.

August 2007 to December 2008 - Freelance 3D Artist

METAphrenie (<http://www.metaphrenie.com>)

Berlin, Germany

- 3D Artist / Animator and Motion Capture Editor: did animation, motion capture editing, dynamic cloth simulations and other generalist tasks for award winning broadcast projects over the course of three years.

January 2006 to August 2006 - Motion Capture Editor

Centroid Motion Capture – Motion Capture Editor (<http://www.centroid3d.com>)

Berlin, Germany

- Motionbuilder Artist - Motion capture editing of Characters, 3D layout and camera animations for cut-scenes and studio assistance during motion capture sessions supervised by Ben Murray.

September 2004 to August 2007 - Freelance 3D Artist

I-D Media AG (<http://www.i-dmedia.com>)

Berlin, Germany

- 3D Artist / Generalist - Performed 3D generalist tasks for projects and pitches.

August 2002 to August 2004 - 3D Artist

Bluue - Digital Beings GmbH

Potsdam, Germany

- 3D Artist – did a 6 month 3D intership which lead to 1 year of permanent employment.

April 2000 to August 2001 - Designer/Animator

Living Screen by I-D Media (<http://www.i-dmedia.com>)

Stuttgart, Germany

- 3D Artist / Flash Animator - Created vector based animations for several commercial projects.

PROFESSIONAL/TECHNICAL SKILLS

Autodesk Maya
Autodesk Motion Builder
Vray
PFTrack
Realflow
Nuke (intermediate)
Adobe After Effects
Adobe Premier
Adobe Illustrator
Adobe Photoshop

AWARDS

Animated Com Award for "Magic Box" @ m box Bewegtbild GmbH, 2012
ADC & IF Award for "Magic Box" @ m box Bewegtbild GmbH, 2011
Red Dot Design Award for "Magic Box" @ M-Box Bewegtbild GmbH, 2010
ADC & BDA Award for MTV Game Awards 2008 @ Dyrdee Media GmbH, 2009
BDA Award for EURO 2008 branding @ METAphrenie, 2008
BDA Award for Al Kass channel ID's @ METAphrenie, 2007