

Carl Albrecht

Creature FX TD / Technical Animator

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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

November 2019 to Current – Senior Creature FX TD

DNEG (<http://www.dneg.com>)

London, UK

- I am currently employed with DNEG at their London office, as both a build and shot artist, exclusively using Houdini along with the Carbon and Vellum solvers to perform cloth and hair simulation tasks for realistic characters.

October 2018 to November 2019 – Senior Technical Animator

MPC Film (<http://www.mpcfilm.com>)

Montreal, Canada

- MPC Film in Montreal hired me as a senior technical animator for one year in October of 2018. I arrived on Shazam, halfway through production and worked on it as a shot artist for 5 months, solving cloth, doing skin tracking and technical animation tasks for several shots. I have since been a build artist on another show, and a shot artist on another two additional show. As a key-artist I have been responsible to give guidance to juniors and acquire excellent pipeline knowledge.

October 2016 to March 2018 – Freelance Cloth and Mocap TD

TRIXTER (<http://www.trixter.de>)

Berlin, Germany

- Lead Cloth TD for Spider-Man: Homecoming from October 2016 - June 2017, on Thor: Ragnarok from July until September 2017, Cloth TD from December until January 2018 for Lost in Space (Netflix) and doing RND cloth and fur work for Captain Marvel in March of 2018.

September 2013 to September 2016 – Freelance 3D Artist / FX TD

Midnight Commercial (<http://www.midnightcommercial.com>)

New York, USA

- 3D Generalist for their art installations in 2013, animated a per-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 in 2014 and lead creative for a 6k animated window display at the Cartier store in New York in 2016.

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

- Creature FX TD and Matchmove artist: developed cloth simulations for a crowd scene in 2010, did Cloth TD work and roto animation for "Captain America: The Winter Soldier" in 2014 and Technical Animation work for "American Renegades" in 2016

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

- 3D Artist / Technical Animator for TVC's

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

- 3D Generalist / Cloth and Mocap TD: 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 from 2009 to 2014. Directed and animated a 3D short, "Jumper"

July 2011 to April 2013 - Freelance 3D Artist
LUG Animation und Bildgestaltung GmbH (<http://www.lugundtrug.net>)
Berlin, Germany

- 3D Generalist / Technical Animator - Created high end animations and performed generalist shading, lighting and rendering tasks with Vray for 3 consecutive installations: Frankfurt (2011), Paris (2012) and Shanghai (2013)

August 2008 to March 2009 - Freelance 3D Artist
Dyrdee Media (<http://www.dyrdee.com>)
Berlin, Germany

- 3D Generalist - 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 Generalist / Cloth and Motion Capture TD - did technical animation, motion capture editing, 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 Generalist - Performed 3D generalist tasks for projects and pitches.

August 2002 to August 2004 - 3D Artist
Bluu - Digital Beings GmbH
Potsdam, Germany

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

PROFESSIONAL/TECHNICAL SKILLS

SideFX Houdini
Autodesk Maya
Autodesk Motion Builder
The Foundry Katana (intermediate)
The Foundry Nuke (intermediate)
PFTrack
Adobe Creative Suite

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