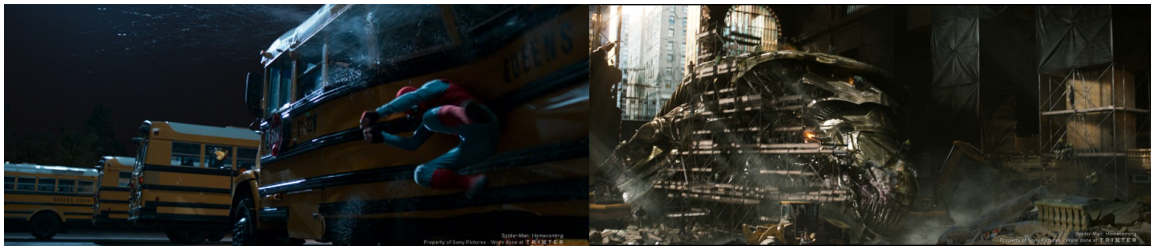


Carl Albrecht CFX & Animation 2018

carl@filtersmultimedia.com
www.filtersmultimedia.com
+49 171 9624968

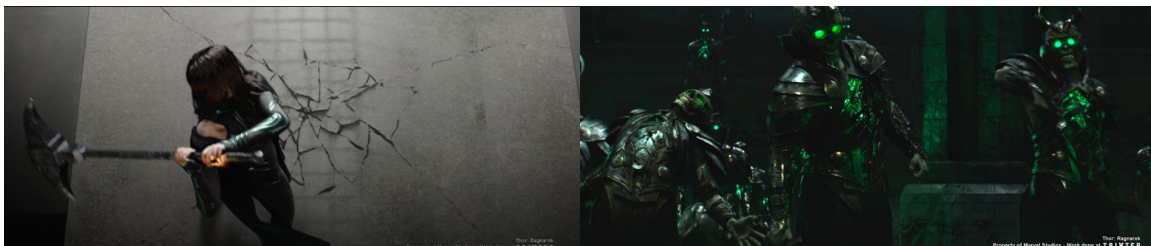
Breakdown



Spider-Man: Homecoming (2017)

Production Company: Trixter GmbH
<http://www.trixter.de>
Munich / Berlin, Germany
VFX Supervisor: Dominik Zimmerle
CG Supervisor: Chris Smallfield
Role: Cloth and Mocap TD

Trixter hired me for 8 months as the lead cloth TD for Spider-Man: Homecoming. My task was to develop a photo-real cloth setup for the Spider-Man "Homemade" suite, which had to seamlessly match the several live action references provided to us. Working closely with the pipeline team and one other cloth artist, I successfully used this setup to solve a variety of action shots. Additionally, I was tasked with setting up Cloth for a scaffolding in the destroyed Central Station opening scene, as well as doing motion capture RND work for its background characters.



Thor: Ragnarok (2017)

Production Company: Trixter GmbH
<http://www.trixter.de>
Munich / Berlin, Germany
VFX Supervisor: Alessandro Cioffi
CG Supervisor: Radu Arsinth
Role: Cloth and Mocap TD

I was hired for 3 months to work on Thor: Ragnarok, tasked from the beginning of production as Cloth and Mocap TD, to develop a realistic looking cape for Hela and all dynamic elements of the Guard suits. Additionally, I was to retarget received mocap onto our Hela and Guard assets. In the case of Hela, this was to be done in such a way that rotomation could take care of the final nuances of matching her CG suite to the live action body. Turnaround was short and there were many shots to get through, I eventually had two additional cloth and hair replacement artist support me in my tasks.



Captain America - The Winter Soldier (2014)

Production Company: Rise FX GmbH

<http://www.risefx.com>

Berlin, Germany

Creative Director: Florian Gellinger

VFX Supervisor / Lead Compositor: Oliver Hohn

Role: Cloth TD, Matchmove artist and Roto animator

I worked on the bunker sequence for Captain America – The Winter Soldier, for which I was tasked to do Roto animation of the Shield as well as matchmoving all shots. For the sequence where Cap jumps into a hole, I created an animation rig to realistically track his arm movements in order to position the CG Shield correctly on it. Some shots were very difficult to camera track and required a maya camera rig with which to blend between trackable and non trackable movement. Additionally I supported a cloth artist in creating cables lamps in the explosion shot.



Jumper (2013)

Production Company: m box Bewegtbild GmbH

<http://www.m-box.de>

Berlin, Germany

Additional 3d Enviroments: Wanja Glökler, Sven Hülsemann, Moritz Glaser

Compositing and Effects: Martin Wellens, Wanja Glökler, Hannes Richter

Color Grading and Effects: Marcel Schobel

Role: Writer, Director, Animator, Cloth and Mocap TD

In 2012, m box bewegtbild GmbH offered to produce an idea I had for a 3d short. Before handing rendering, shading and lighting as well as some additional background modeling over to the mbox team, I created an animatic of the whole sequence which I edited together using several mocap clips. Providing a guide of look-dev examples for all artists involved, I then proceeded to create cloth, hair setups and simulations for all shots in the animatic, while directed both 3d and comping departments to establishing the final edit.



VW Group Night Paris | Audi (2012)

Production Company: LUG Animation und Bildgestaltung GmbH

<http://www.lugundtrug.net>

Berlin, Germany

Creative Director: Stefan Kessner

3D Supervisor: Max Stolzenberg

Role: 3D Generalist / Animator

LUG Animation hired me on three occasions to do an animation ident for one of their VW group nights, this one is from 2012, commissioned for Audi. The turnaround was tight and the renders needed to be optimized for large scale projections.



Cartier | Window Displays Manhattan, NY (2016)

Production Company: Midnight Commercial

<http://midnightcommercial.com>

New York, USA

Creative Director: Jimmy Tran

Role: Lead VFX Artist, Animator

I worked with Midnight Commercial on several occasions, remotely from Berlin. This was one of the most challenging jobs, where I and two other artists whom I hand-picked had to create a 4min, 6k projection consisting of various full CG transitions. Featured here is an exploding wristwatch I created using particle instancing.



AFC Asian Cup Sandman vs. Waterman Promo (2011)

Production Company: METAphrenie

<http://www.metaphrenie.com>

Dubai, United Arab Emirates

Creative Director: Andrea Dionisio

3D Supervisor: Robert Wegemund

VFX Artists: Boris Bruchhaus, Paul Jansen, Moritz Zauleck

Lead Composer: John Brennick

Role: Motion Capture Editor

For the AFC Asian Cup promo, I prepared and edited several motion capture clips of football players emerging from the ocean, for the VFX team at Metaphrenie



Oman National Day (2010)

Production Company: Rise FX GmbH

<http://www.risefx.com>

Berlin, Germany

Creative Director: Robert Pinnow

VFX Supervisor / Lead Composer: Michael Donne

Role: Cloth TD

Rise FX hired me to prepare an solve Cloth for a crowd scene featuring several running characters in 2010.



Bombardier Zefiro Pre-Visualisations - Innotrans (2010)

Production Company: Cine Chromatix

<http://www.cine-chromatix.de>

Berlin, Germany

Creative Director: Ufuk Genç

Lead Composer: Priyesh Puthan-Valiyandi

Role: Lighting / Animation

One of the rare occasions where I was tasked with doing lighting, and animation of this concept train.



Magic Box – World Expo Shanghai (2010)

Production Company: TAMSCHICK MEDIA+SPACE GmbH

<http://www.tamschick.com>

in association with m box Bewegtbild GmbH

<http://www.m-box.de>

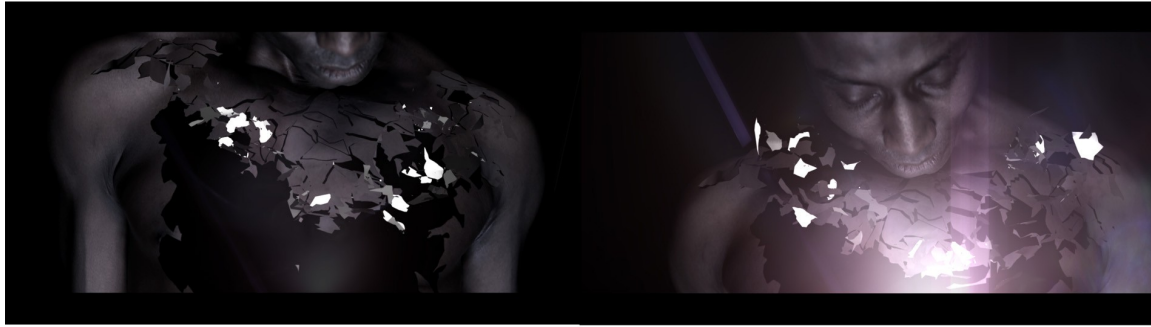
Berlin, Germany

Art Director / 3D Technical Director: Martin Retschizegger

Lead Composer - Martin Wellens

Role: VFX Artist / Tech Animator

mbox provided me with a particle setup which I fine tuned into a 2min intro and outro for the 16x16 meter Magic Box, a 360 degree exhibition for the World Expo in Shanghai.



Skinlines (2009)

Production Company: m box Bewegtbild GmbH

<http://www.m-box.de>

Berlin, Germany

Directors: Monkeymen Int.

3D Supervisor: Martin Retschizegger

Creative Director: Marcel Schobel

Compositing and Effects: Marcel Schobel, Martin Wellens, Wanja Glökler

Role: VFX Artist / Animator

An inhouse project done at mbox, i contributed to this shot by shattering and animating the particle broken shards, mostly by hand.



Filters Multimedia Logo Sequence (2014)

Role: Animator, FX artist, Shading, Lighting

Filters Multimedia is an alias I use to do experimental animation projects, this is a logo sequence I made in 2014, combining fluid dynamics with animation.



Personal Project / RND (2018)

Role: Animator, Cloth artist

This is a personal project I initialized to further my knowledge and experience of roto animation and cloth