

Resumé & Cover Letter

Bastian Traunfellner

Index:

Resume Index

- p. 1 : Personal details & Profile/ Cover Letter
- p. 2-4 : work experience and education
- p. 4-5 : skill set
- p. 5-6 : recommendations



Nationality: Austrian
Date of Birth: 30.07.1984

ShowReel:

TVC-Reel: <http://resurrexion.org/reel/demoreel.html>

Feature-Reel: <http://resurrexion.org/reel/feature-reel.html>

Profile

With more than 5 years experience doing VFX I am a well trained eye with great artistic and technical skills improved through some of the most well known studios in and around Germany.

With some like-minded people I helped founding the first Austrian cg community (www.cgforum.at) and the first cg (www.pixelworkshop.at) - convention which is well known nowadays. Lately I started to dig into education a bit more and currently I'm after supporting and making the Austrian VFX community growing with doing Workshops and speeches.

Short after working for some time in Vienna I moved to Germany and worked as Lighting/Shading artist for Blackmountain VFX where I also collected experience in on-set VFX supervision and project development with directors and clients. After Blackmountain I freelanced for some bigger Studios in Germany. I then decided to move on to Feature Film to spend more time on making things beautiful. After working one year in Copenhagen on The Great Bear as Senior Lighter/ Shader/ Comp Artist with emphasis on scripting I went back to Austria for a short project where once again I showed off my Shading skills on five full CG characters.

At the moment I am working at Nwave in Brussels as Mid Level Lighter doing stereoscopic Full CG Features with Renderman.

Here Aswell I try as much as possible to expand my scripting skills with Python aswell as my artistic eye in Set and Character Lighting, doing Master and Followup Lighting aswell as precompositing for the Sequences.

In My sparetime I do a lot of Photography and recently started doing shortfilm – I concentrate on a certain style I developed over the last 5 years doing Fashion/ Avantgarde. Just recently I got front cover on the website for the Vienna Fashion night Shooting a collection made by BRAØSEWEDDÅ. I don't intend doing Photography Professionally yet, too much I am in love doing Featurefilm.

Career

2011

- 19.04 – now **Fixed Position**
nWave Digital - Full CG Feature “Sammys Adventures 2” Brussels
- Mid Level Lighting Artist
doing Sequence (Master and Followup) lighting on Characters and Environment aswell as Python scripting of tools for the artists. Stereoscopic Full CG Featurefilm.
- 3delight, PrMan, Python, Custom Pipeline
- 01.02 – 16.04 **Teamwork with Arx Anima @ greenHoff Vienna.** Vienna
- Lead Lighting/Shading/Comp Artist/ TD
doing 5 very detailed Characters in 3 shots each.
- Maya, Mentalray, Deadline, Nuke

2009/ 2010

- 14.11 – 03.12 **Copenhagen Bombay Prod. - Full CG Feature “The Great Bear”** Copenhagen
- Senior Compositing Artist
3D animated feature film “The Great Bear” release, Winter/Spring 2011. Nominated for the berlinale (berlin filmfestival) as best feature in the category “generation kPlus”.
- Nuke, Royal Render, Shotgun
- 12.11 - 13.11 **University of Applied Sciences (FH) – teaching Lighting/Shading** Hagenberg
- Lecturing Lighting/ Shading/ Rendering in Maya
2 x 6 hrs workshop for 1st yrs. Master Students class
- 28.09 - 02.11 **Copenhagen Bombay Prod. - Full CG Feature “The Great Bear”** Copenhagen
- Senior Compositing Artist
- Nuke, Royal Render, Shotgun
- 10.08 - 09.09 **PIXOMONDO Images - exhibition Film** Frankfurt
- Lighting/ Shading TD
Liveaction Film for “Telekom Deutschland” 2 mins.
+ Pipeline Dev – integrating Mentalray into the Pipeline on Backburner
- Maya, Mentalray, Backburner
- 01.12.2009-
01.07.2010 **Fixed Position**
Copenhagen Bombay Prod. - Full CG Feature “The Great Bear” Copenhagen
- Texturing/Lighting/ Shading/ Rendering & Compositing
- Maya, Mentalray, Photoshop, Mudbox, Nuke, Shotgun, Royal Render
- 12.11 - 13.11 **University of Applied Sciences (FH) – teaching Lighting/Shading** Hagenberg
- Lecturing Lighting/ Shading/ Rendering in Maya
2 x 6 hrs workshop for 1st yrs. Master Students class

- 01.06 – **Elektrofilm Stuttgart** – Pitch for TVC
09.09 **Olaf Daniel Meyer** – CG rendering and Integration of balloons into
Fashion Photography for Paris based Fashion Mag. Stuttgart
- 23.01 – 22.05 **Parasol Island GmbH** – TVC/ Cinema
▫ Lighting/ Shading/ Rendering & Compositing
clients: Ikea, Audi, Moviepark
- Maya, Mentalray, Fusion, Royal Render Düsseldorf

2008

- 15.12 – 19.12 **PIXOMONDO Images** – TVC/ Cinema
▫ Compositing Artist
clients: Lange & Söhne
- Fusion Ludwigsburg
- 05.12 **Krixel Workshop Vienna** – Lecturing Advanced Lighting/ Shading
▫ topic of 4 hrs Workshop:
Advanced Lighting, Shading Rendering & Compositing (Maya, Fusion) Vienna
- 17.11 – 25.11 **Die Versilberte Eitelkeit** – exhibition Film
▫ Compositing Artist
clients: Mercedes
- Fusion Stuttgart

2007

- 01.07.2007- **Fixed Position at Blackmountain VFX** – TVC/ Cinema
10.10.2008 ▫ Texturing/ Lighting/ Shading/ Rendering & Compositing
- Fusion, Houdini, Mantra, Maya, Mentalray, Turtle,
Final Render, Photoshop, Mudbox, Fusion, Royal Render, RenderPal,
Windows, Osx, Linux Stuttgart
- 20.11.2008 - ▫ VFX Set Supervision
client: Schwäble & Wolf, Filmstudio Stuttgart
- 25-26.05.2008 - ▫ VFX Set Supervision
client: Millenniumbank Bucharest Bucharest
- 25-29.03.2008 - ▫ VFX Set Supervision
client: Orbit Professional Chewing Gum Bucharest

2006/ 2007

- Organiser/ Founder of the Pixel Vienna** – CG Convention/ speaker
+ Speech - Austrias first Computergraphics Convention
▫ topic of speech:
Composition (Cinematography) in Photography & 3d,
camera setup, rendering, lighting and shading Vienna
- Assistant for Elisabeth Handl** – Photography
Fotosoesin – fashion, beauty & advertisement Photography. Vienna
- Rausch & Luxus CAD** – Technical Visualisation
▫ Modelling/ Texturing/ Lighting/ Shading/ Rendering & Compositing
Composition (Cinematography) in Photography & 3d,
camera setup, rendering, lighting and shading Vienna

Education

2001 – 2005	Autodidact Learning of 3dmax r3 and later Maya 4.5/5 <u>later - tutoring Maya to Students (first small private lesson jobs)</u>	Vienna
2004 – 2005	Photoschool Vienna <u>▫ Study of Photography finished one Year with Diploma</u>	Vienna
1999 – 2002	SDV – private Computerschool <u>▫ finished as management assistant in computer science</u>	Vienna
- secondary school (with emphasis on sports) - elementary school		Matzen Strasshof

Skill Set

Artistic

- excellent Creative Eye for Composition, depth, light & Colors.
- Very fast artistic problem solving.
- keen to improve on every situation
- photorealistic Lighting/ Shading & Rendering
- Intelligent and complex Shading Networks and effects
- High sense for Look development and getting the proper mood

Technical

- problemsolving through technical R&D – whatever medium is available.
- Intermediate at scripting Python for Maya, Nuke aswell as standalone
- very good technical knowledge of all Lighting/Shading/Rendering & Compositing relevant stages. As also the newest technologies (FG, GI, SSS, Instances, References, KD/ BSP trees, scene optimization...)
- very good technical problem solving and debugging of big scenes. Making scenes work and making workflows work.
- Good at designing workflows and workarounds aswell as script-integration of them
- good Knowledge of math in Shading (matritzes, vectors, BRDFs, expressions, rsl)

Social

- keen to Communicate and Teamwork
- independent working – creating results without a lot of guidance
- Able to guide other people and motivate them
- deadline oriented/ production prooven under tight deadlines
- Criticizable and able to improve on input

3d Software		2d Software	
<u>Maya</u>	*****	Photoshop	*****
lighting	*****	Fusion	***
shading	*****	After Effects	***
rendering (MR)	*****	Nuke	****
rendering (RM)	***	Mudbox	**
Modelling	**		
Mel	**		
Python	***		
3delight/rib/rsl	*		
<u>Houdini</u>	***	Additional Program Knowledge:	
lighting	***	Deadline, Backburner, Shotgun,	
shading	**	Vray, 3delight, PrMan	
rendering (mantra)	***		

Letter of Recommendations

Blackmountain VFX

Mr. Bastian Traunfellner worked for the Black Mountain GmbH from June 2007 until November 2008.

He has been an important member of our artists-team and played a key role during several film, advertisement and TV design projects.

Bastian Traunfellner succeeded in delivering all of his work according to the production schedule and to our complete satisfaction.

He showed great artistic talent and very high technical quality.

Bastian Traunfellner utilized his founded knowledge and excellent software skills and worked perfectly even under extreme time pressure.

He contributed greatly to the positive environment in the department with his excellent work.

His enthusiasm and self-motivation were exemplary.

Bastian Traunfellner showed great willingness and desire to accept responsibility and challenges.

We hereby recommend Bastian Traunfellner without restrictions of any kind to any potential future employer.

If you have any further questions regarding to Bastian, don't hesitate to contact me: 0043 711/ 236 00 37

Robert M. Laue / Executive Director

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1030 Vienna
Austria

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mail: bastian.traunfellner@resurrexion.org

The Great Bear – Copenhagen Bombay Productions

Bastian Traunfellner worked as an artist on my 3d animated feature film "The Great Bear". We were a small team, so each member of the team had to work on several different tasks. Bastian did a terrific job on look development, shading, lighting and compositing with a keen eye for details. Also his scripting skills helped to get rid of bottlenecks during production.

He is very enthusiastic and a great Team player, I was very happy to have him on my team. Feel free to contact me for further reference.

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