

FEATURE FILM EXPERIENCE

- **The Green Lantern** MARVEL STUDIOS / DIR: MARTIN CAMPBELL / 2011
previs animator, virtual camera supervisor - previs
developed realtime virtual camera system to explore sets and frame shots utilized by Martin Campbell,
production designer Grant Major, Academy Award winner, *The Lord of the Rings*,
director of photography Dion Beebe, Academy Award winner, *Memoirs of a Geisha*
- **Spider-Man 4** COLUMBIA PICTURES / DIR: SAM RAIMI / 2011
previs rigging, massive
- **S.P.** FUJI TELEVISION JAPAN / DIR: KATSUYUKI MOTOHIRO / 2010
previs animator, rigging
- **Bioshock** UNIVERSAL STUDIOS / DIR: GORE VERBINSKI / VFX: CHARLES GIBSON / 2011
previs animator, rigging, massive
- **Percy Jackson and the Olympians: The Lightning Thief** 20TH CENTURY FOX / DIR: CHRIS COLUMBUS / 2010
postvis animator, tracking
- **Iron Man 2** MARVEL STUDIOS / DIR: JON FAVREAU / 2010
facial previs tests, suit design rigging, previs rigging
- **Point Break Indo** UNIVERSAL STUDIOS / DIR: JAN DE BONT / 2010
previs animator, rigging
- **Avatar** 20TH CENTURY FOX / DIR: JAMES CAMERON / 2009
hud display modeling for final shots, rendered by ILM
- **Terminator Salvation** WARNER BROS. / DIR: McG / VFX: CHARLES GIBSON / 2009
previs animator, rigging, postvis animator, tracking
- **The Box** WARNER BROS. / DIR: RICHARD KELLY / 2009
matte painter, modeling, texturing
- **The Incredible Hulk** MARVEL STUDIOS / DIR: LOUIS LETERRIER / VFX: KURT WILLIAMS / 2008
previs animator, on set motion capture td, postvis animator, rigging, tracking
- **Iron Man** MARVEL STUDIOS / DIR: JON FAVREAU / VFX: JOHN NELSON / 2008 / Film nominated Academy Awards - Best Visual Effects
previs animator, tracking
- **Aliens vs. Predator 2: Requiem** 20TH CENTURY FOX / DIR: BROTHERS STRAUSE / 2007
previs animator
- **Live Free or Die Hard** 20TH CENTURY FOX / DIR: LEN WISEMAN / 2007
highway previs set modeling after blueprints
- **Stay Alive** HOLLYWOOD PICTURES / DIR: BRENT BELL / VFX: KENT SEKI / 2006
character animator, hair for all 10 characters, facial rigging, texturing
- **Superman Returns** WARNER BROS. / DIR: BRYAN SINGER / 2006 / Film nominated Academy Awards - Best Visual Effects
animation, texturing, texture painting, rigging, modeling, matte painter
- **Flightplan** TOUCHSTONE PICTURES / DIR: ROBERT SCHWENTKE / 2005
postvis animator
- **Splinter Cell: The Movie** PARAMOUNT PICTURES / DIR: PETER BERG / 2005 / Film not released to date
previs animator

RAFFAEL DICKREUTER

Previsualization Designer
Character Animator
Motion Capture Supervisor
Realtime Virtual Camera
Face Robot Artist
Massive Artist

West Hollywood, CA, USA

email
raffael3d@gmail.com

phone
310 666 53 57

web
www.raffael3d.com

Swiss citizen
USA O-1 Visa holder

Page 1 / 2

CINEMATICS / GAMES / COMMERCIALS / SHORT FILMS / ARCHVIZ

- **Aion** animator, motion capture supervisor, massive artist (IN GAME CINEMATIC) CLIENT: GAME STUDIO / 2009
- **Forza Motorsport 3** generalist, particle effects (OPENING GAME CINEMATIC) CLIENT: MICROSOFT GAME STUDIOS / 2009
- **KAP** massive artist (ARCHITECTURAL VISUALIZATION) / 2009
- **Thundercats / Digital Domain** (ANIMATED FEATURE TEST) CLIENT: DD / DIR: JERRY O'FLATHERY / VFX: KIM LIBRERI / 2008
3d generalist, lighting
- **Steven Spielberg's Eve / Electronic Arts LA** (GAME) CLIENT: EA / DIR: STEVEN SPIELBERG / VFX: HABIB ZARGARPOUR / 2008
modeling, texture painting, texturing
- **Forza Motorsport 2** animator, texturing, modeling (OPENING GAME CINEMATIC) CLIENT: MICROSOFT / 2007
- **Buggn'** lead animator, facial animation, motion capture td (CG FILM TRAILER) DIR: DJ DESJARDIN / 2007
- **The Forest** matte painter, film poster designer (SHORT FILM) SHORT FOREST FILMS / DIR: SEAN CUSHING / 2007
- **Commercials:**
 - Sprint "Stadium"**, previs animator CLIENT: PSYOP, Los Angeles / 2008
 - Sprint Phone**, animation, modeling, texturing CLIENT: SPRINT / 2008
 - Pepsi "Yawn"**, motion, capture supervisor CLIENT: MASS MARKET, New York / 2007
 - Safeway**, previs animator CLIENT: PSYOP, New York / 2007
 - KIA "Musical Cars"**, previs animator CLIENT: KIA / 2007
 - Hummer "Monsters"**, previs animator CLIENT: METHOD STUDIOS, Los Angeles / 2005

CG WORK EXPERIENCE

- **Pixel Liberation Front**, Venice, CA, USA 2006 Sep - present
animator, previs animator, rigging, motion capture supervisor
on site at *Universal Studios, Warner Bros Studios, Marvel Studios, 20th Century Fox Studios, Toronto Studios, Digital Domain, Psyop*
- **Softimage / Avid**, Montreal, Canada 2005 Jun - Dec
Avid Wiki project coordinator, external community advisor, part time
Softimage Face Robot, software testing and tutorial material, part time
- **Pixel Liberation Front**, Venice, CA, USA 2005 Mar - Sep
3D artist, animator, previs animator

- **Phase 24**, Zurich, Switzerland 2002 Jan - Jun
web designer, web developer
- **Advertising Art & Ideas**, Zurich, Switzerland 2001 Nov - Dec
junior desktop publisher
- **CrossCam TV**, Bern, Switzerland 1996 - 2000
freelance cameraman, on stage cameraman at concerts

TEACHING EXPERIENCE

- **University of Southern California (USC), School of Cinematic Arts**, L.A. 2008 Sep - Dec
character animation, XSI instructor, guest lecturer, taught 6 lessons
- **University of Southern California (USC), School of Cinematic Arts**, L.A. 2007 Sep - Dec
character animation, XSI instructor, guest lecturer, taught 15 lessons
- **SAE Institute**, Zurich, Switzerland 2006 Jan - Feb
Softimage XSI instructor, taught 42 lessons
- **SAE Institute**, Zurich, Switzerland 2005 Jan - Feb
Softimage XSI instructor, taught 39 lessons

RAFFAEL DICKREUTER

Previsualization Designer
Character Animator
Motion Capture Supervisor
Realtime Virtual Camera
Face Robot Artist
Massive Artist

West Hollywood, CA, USA

email
raffael3d@gmail.com

phone
310 666 53 57

web
www.raffael3d.com

Swiss citizen
USA O-1 Visa holder

ACTIVITIES

- 2009 Developed **realtime virtual camera system** for virtual cinematography and set scouting.
- 2009 Invited to join the **Previsualization Society**. www.previsociety.com
- 2008 Judge, **HDFest**, Film Festival, Los Angeles, CA. www.hdfest.com
- 2008 Contributing author for **Digital Production Magazine**. www.digitalproduction.com
- 2007 **Presentation at Avid Make Your Mark, Los Angeles** about breaking into the CG industry.
- 2006 Judge, **HDFest**, Film Festival, Los Angeles, CA. www.hdfest.com
- 2006 Contributing author for **3D World Magazine**, www.3dworldmag.com
- 2006 Author of character animation/rigging training DVD "Get Moving" www.3dtutorial.com
- 2005 **Presentation at SIGGRAPH 2005** about hair styling at Softimage training booth.
- 2005 - 2008 Co-founder and organizer of the **Los Angeles XSI user group**. www.xsila.com
- 2005 - 2008 Technical Editor **HDRI 3D Magazine**. Writing editorials, articles. www.hdri3d.com
- 2004 Certification as **Softimage XSI Instructor** by Softimage.
- 2004 Co-founder and organizer of the **London XSI user group** www.xsilondon.com
- 2003 - 2005 Co-founder of the **Montreal XSI user group**. www.xsimontreal.com
- 2002 Founder/Administrator/Developer of **XSI Base.com**, the world's largest Softimage community with over **20,000 members** and 10,000 visitors daily. www.xsibase.com
Interviewed over 100 leading artists and professionals from companies such as Pixar, ILM, Weta, DreamWorks, Blue Sky, Studio Ghibli, Stan Winston Studio, Softimage, Troublemaker Studios, The Mill, EA, Ubisoft, Valve, Blur Studio, Capcom, Konami, etc. including 4 time Oscar winner Stan Winston and VES Founder Tom Atkin.

EDUCATION

- 2005 - 2006 **AnimationMentor.com, San Francisco, CA, USA, Animation education, My Mentors:**
Warren Trezevant, lead animator, The Incredibles - Pixar Animation Studios
Jason Schleifer, lead animator, Gollum, Lord of the Rings - Weta Digital
Chris Hurt, lead animator, Spider-man 2 - Sony Pictures Imageworks
Victor Navone, animator, Finding Nemo - Pixar Animation Studios
- 2002 - 2006 **University of the Arts / ZhdK, MA, Department New Media, Zurich, Switzerland**
Digital Media Education
- 2001 June- Oct **Swiss Army, Piranha Tank Defense Squadron**
- 1996 - 2001 **Matura in Economics (University Entrance), Gymnasium Bern-Kirchenfeld, Switzerland**
Also attended acting classes during a period of 2 years.

SKILLS / QUALIFICATIONS

Specialties previsualization, character animation, rigging, motion capture, face robot, massive

3D Animation Software

Softimage XSI all aspects. Strong knowledge: animation, rigging, texturing, modeling, hair
Maya animation, rigging, modeling, particles

Motion Capture & Speciality Software

Face Robot facial animation, facial motion capture retargeting
Vicon IQ motion capture recording and reconstruction
Vicon Blade motion capture recording and reconstruction
MotionBuilder motion capture retargeting
Massive crowd animation
PF Track tracking

2D Software

Painter, Photoshop, Illustrator, After Effects, Nuke, InDesign, Flash

Scripting Languages

PHP, MySQL, HTML, JScript, Python, MEL

References

Colin Green, President - Pixel Liberation Front, Venice, CA, USA, colin@thefront.com
Kent Seki, Director of Previsualization - PDI/DreamWorks, San Francisco, CA, USA, kent@thefront.com
Michael Isner, Head of Softimage Special Projects, Venice, CA, USA, misner@softimage.com