

Michael Peter

3D Generalist and Surface Artist

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personal details

Name	Michael Florian Peter	Date of birth	12th September 1979
Nationality	German	Marital Status	Married

work experiences

Senior Texture Artist / September 2015 – December 2015
Framestore – London

Feature Movie (Senior Texture Artist, VFX, 2017)

Texturing assets, character, environments / Maya, Photoshop and Mari

Senior Texture Artist / May - June 2015

Mackevision VFX - Stuttgart

Shannara Chronicles – (TV series, 2016)

Texturing high quality buildings and environments for the opener / Maya, Photoshop and Mari

Senior Generalist / March 2015

Mackevision - Hamburg

VW - (Car Visualisations, 2015)

Texturing a high quality car / Maya, Photoshop and Mari

Lead Texture Artist / March 2014 – February 2015

MPC - London

Fantastic Four (Lead Texture Artist, VFX, 2015)

Setup complex pipeline with Maya (baking maps), Mari and Nuke, texturing Hero Character 'The Thing', Leading a team in London and Bangalore, dailies, reviews, briefs, quality control, planing tasks

Goosebumps (Senior Texture Artist, VFX, 2015)

Texturing hires asset and creating a workflow for texture variations

Guardians of the galaxy (Senior Texture Artist, VFX, 2014)

Texturing hires assets, providing Mari and Maya setups and workflows for the artists to ensure a continuous and efficient flow. Writing tutorials for our wiki about Mari workflows.

Batman v Superman: Dawn of Justice (Senior Texture Artist, VFX, 2016)

Research and in-depth investigations on building large cities

The Jungle Book (VFX, 2015)

ZBrush and Speedtree workflow, quick research for complex trees

Senior Generalist / Feb 2014 - March 2014

Mackevision - Hamburg

Maserati - (Car Visualisations, 2014)

Texturing, shading and lighting of high quality car renders with Photoshop, 3ds Max and VRay.

Senior Texture and Lookdev Artist / May 2012 - June 2013

Industrial Light & Magic - Singapore

Star Trek - Into Darkness (VFX, 2013)

UVs and remodel parts if necessary in Maya and Zeno. Texture buildings in Mari and Photoshop.

Strange Magic - (Animated, 2015)

UVs and texture assets and sets in Maya, Zeno, Mari and Photoshop. Shading in Renderman and Zeno. Converting characters and props from Zeno to Katana (quality control, optimizing and bring them into line). Shotfixes and quality control.

Head of 3D / May 2011 - February 2012

Videograph - Germany

Commercials

Establishing a technical platform based on Maya, 3D Studio Max, MentalRay, Maxwell, Vray. Project management for commercials and technical implementation of animation jobs. Budget responsibility and coordination of partial services in small teams, mainly with post production and external freelancers.

3D Art Director / August 2008 - April 2011

Animagic - Germany

Perry Rhodan - Unser Mann im All (VFX, 2011)

Responsible for the entire VFX shots: building all assets, texturing, shading, animation, rendering and compositing.

Commercials and Product Visualisation

Collaboration in several 3D projects and presentations.

Freelancer / February 2006 - July 2008

Commercials and Product Visualisations

Collaboration in several 3D projects and presentations.

Assistant lecturer for media design at Karlsruhe University for Arts and Design

A seminar about "texturing and shading" in the professional 3D sector.

Rendering Supervisor for 4head

Build up an entire rendering pipeline. Train people in shading and rendering. Define standards for the rendering process.

Impy in Wonderland - (Animated, 2008)

UVs, texturing and shading assets with Maya and MentalRay.

Lead Texture Artist Characters, Lighting Artist,

Hair and Fur Artist, Render Artist / December 2001 - January 2006

ambient entertainment - Germany

Impy's Island - (Animated, 2006)

UVs, texturing and shading the character skin with Maya, BodyPaint and Photoshop. Lighting scenes with Maya and MentalRay. Prop texturing and shading. Render quality controlling.

Antibodies - (VFX, 2005)

UVs, texturing and shading the deers. Hair and fur simulation, lighting and rendering.

Boo, Zino & the Snurks (Animated, 2004)

UVs, texturing and shading the character skin with Maya, DeepPaint 3D and Photoshop. Hair and fur simulation, lighting and rendering with 3D Studio Max and Shag Hair. Prop texturing and shading.

skills

- Specialised in surfacing
- Expert in modelling, texturing, shading, lighting, rendering, photography
- Proficient in animation, setups, compositing, pipeline
- Familiar with mel, matchmoving, hair, particles
- Very good understanding of different pipelines and working steps of a vfx production
- Experienced in leading teams and building setups and workflows for other artists to use

software

3D: *Maya, 3D Studio Max, Zeno (ILM), Rhino, ZBrush, Mudbox, Mari, Bodypaint, DeepPaint, Katana basic), Reallflow(basic), Polytrans, UVLayout, IVYGenerator, Speedtree*

2D: *Photoshop, Nuke, AfterEffects, Premiere, Illustrator, InDesign, Freehand, HDRShop*

Scripting: *MEL (basic), Python (basic)*

Render: *MentalRay, Vray, Renderman, Maxwell, Arnold, Hypershoot*

Systems: *Windows, Linux, MacOS*

education

MPC Python Training

moving picture company - London

ILM Training - Katana, Zeno

Industrial Light & Magic - Singapore

Technical college art and design

1998 - 2000 - Germany

languages

German (native), English (fluent)

interests

Travelling, Photography