

Vadim Draempaehl - CV 1991-2009

3d character artist and animator - pit@spellcraft.de

demoreel Quicktime (320x240, 13 mb) - http://www.spellcraft.de/Draempaehl_demoreel.mov

demoreel DivX (640x480, 14 mb) - http://www.spellcraft.de/Draempaehl_demoreel.avi

demoreel WMV (640x480, 6 mb) - http://www.spellcraft.de/Draempaehl_demoreel_wmv.avi

online CV and more work samples - <http://www.spellcraft.de/>

software skills:

maintools

- 3dsmax (10+ years)
- Character Studio (10+ years)
- Photoshop (10+ years)
- Premiere, AfterFX

other tools

- Brazil
 - shagHair
 - clothFx
 - XSI
-

work experience:

2007-present

freelance 3d character modeller/ animator - Berlin, Germany

x-socks (36komma7 - Berlin, Germany)

28 product-animations, dvd

- extern freelance 3d animator
- animating 28 product presentations

Eircom - Rooms (Screen Scene – Dublin, Ireland)

tv commercial for Eircom

www.screenscene.ie

- extern freelance 3d character modeller and animator
- modelling, texturing, rigging, skinning a 3d centaur
- animation of several shots for compositing with live footage

Nimbus (Piranhar Bar – Dublin, Ireland)

30 sec. tv commercial for Kelloggs Rice Krispies

www.piranhabar.ie

- extern freelance 3d character animator
- animating several shots with up to 3 characters

Elf on the shelf (Trick3D - Atlanta, USA)
30 sec. tv commercial for a christmas book
www.trick3d.com

- extern freelance 3d character animator
- 30 sec. of character animation with up to 20 characters per scene

Cavemen in trouble (Arkvfx - Sheffield, UK)
20 sec. tv commercial for Kelloggs Chocopops
www.arkvfx.com

- extern freelance 3d character modeller and animator
- modelling, animating and directing a 20 second pitch commercial
- modelling, texturing, rigging, skinning two 3d characters for the final commercial
- 20 sec. of character animation for the final commercial

Gravel (Lovely Production - Dublin, Ireland)
music video for Orba Squara
www.lovelyproductions.com

- extern freelance 3d character modeller and animator
- modelling 3d head in cartoon style as replacement for a real head
- modelling 3d birds in cartoon style
- texturing, rigging, skinning of the 3d characters
- 3 minutes of character animation and lipsync

2006-2007

freelance 3d character artist/animator – San Francisco, USA

yellowworld - (Pixelschmiede – Ittigen, Switzerland)
character animation for internet presentation for Swiss Post
www.pixelschmiede.ch

- extern freelance 3d character animator
- rigging of one 3d character
- animating 15 sec clip for web presentation

Kissimmee - (Ogilvy – Hongkong)
5 min viral short movie for POND's
www.ogilvy.com

- extern freelance filmmaker
- creating a 5 min short movie
- directing
- camera, light
- design, 3d modelling and animation
- post production

Ballyfree - (Screen Scene – Dublin, Ireland)
3d character animation for 2 tv commercials for Ballyfree
www.screenscene.ie

- extern freelance 3d character animator
- animating 13 shots from script
- approx. 30 sec character animation

The Zula Patrol - (Spitz Inc. – Chadds Ford, USA)
3d character animation for children series, digital dome theatre
www.zula.com

- extern freelance 3d character animator
- animating 3 complete episodes from script
- approx. 2.30 min character animation

dino motion ride - (Riva Digital – Dubai, UAE)
3d character modelling for motion ride

- extern freelance 3d character modeller
- modelling 5 dinosaurs

2005-2006

freelance 3d character artist/animator - Berlin, Germany

Qatar – AKG - (Another Film Company – London, UK)
5 min corporate movie
www.anotherfilmcompany.com

- extern freelance 3d character modeller and animator
- modelling and texturing a 3d character
- animating approx. 5 min character animation

Pepsi - game - (FilmTecknarna Animation – Stockholm, Sweden)
pitch for a corporate game
www.filmtecknarna.com

- extern freelance 3d character modeller and animator
- design, modelling and texturing a game character
- animating a 20 sec demo game sequence

Insiders – Knights And Castles - (Weldon Owen Publishing – Sydney, Australia)
3d illustrations for children book
www.weldonowen.com

- extern freelance 3d character modeller
- design, modelling and texturing several characters

Ella Miljøbil AS - (MBA Studios – Mainhausen, Germany)
2 min educational short movie for Norwegian recycling company
www.mba-studios.com

- extern freelance 3d character modeller, animator
- storyboard, directing
- design, modelling and texturing
- 2 min character animation

TNN - (Lapin Blanc – London, UK)
tv-comedy show

- extern freelance 3d character animator, director
- animating 30 sec clip for pitching the show
- lipsync animation, incl. Modelling morph targets

Ella Miljøbil AS - (MBA Studios – Mainhausen, Germany)
advertising brochure for Norwegian recycling company
www.mba-studios.com

- extern freelance 3d character modeller
- design, modelling and texturing 5 cartoon characters

Imogas - (Lucky Elliot / Lapin Blanc – London, UK)
30 sec. tv commercial for McNeil
www.luckyelliot.com

- extern freelance 3d character modeller/animator
- design, modelling and texturing the main character (puffer fish)
- animating 9 shots

Eye of the Storm - (X-Box2) (YAGER development GmbH)
upcoming next gen console game title
www.yager.de

- extern freelance 3d character modeller/animator
- modelling and texturing the main character
- creating several ingame animations for upcoming next gen console game title

milk - (Screen Scene - Dublin, Ireland)
60 sec. full cg cinema commercial and 30 sec. full cg tv commercial for Milk Board of Canada
www.screenscene.ie

- inhouse freelance 3d character animator
- 3d character keyframe animation

2002-2005

independent film work - Berlin, Germany / Rovaniemi, Finland

yeah! - the movie - 8 min 3d animated short movie

<http://www.yeahthemovie.de/>

- script, storyboard, animatic
- character design, modeling, texturing and keyframe animation
- background design, modeling, texturing and keyframe animation
- camera, lighting, SpecialFX, cloth and hair simulation

1999-2002

Spellcraft Studio GmbH - Mainhausen, Germany

founder/CEO, lead 3d character artist/animator

Sacred (formerly Armalion) (PC) (Ikarion GmbH - now Ascaron GmbH, Germany)
action fantasy RPG

http://www.ascaron.com/gb/gb_sacred/index.html

- designed, modeled, textured and animated more than 60 in-game characters
- animated characters for the Intro-cinematic sequence
- storyboard, animatic
- character design, modelling, texturing, rigging and keyframe animation
- cloth and hair simulation
- lighting and camera

Anno 1503 (PC) (Sunflowers GmbH, Germany)

real-time strategy game

<http://www.anno1503.com/>

- animated 9 cinematic sequences including intro and finale
- storyboard, animatic
- character design, modelling, texturing, rigging and keyframe animation
- cloth and hair simulation
- lighting and camera

yager (PC) (YAGER development GmbH, Germany)

3d sf action game

<http://www.yager.de/>

- creating two of the main characters
- character design, modelling, texturing, rigging

Anstoss 4 (PC) (Ascaron GmbH, Germany)

soccer simulation

<http://www.anstoss4.com/>

- animating several short clips for the game's mascot "Pallino"

1996-1999

freelance 3d character artist/animator, concept artist - Albstadt Germany

TechnoMage (PSX, PC) (Sunflowers GmbH, Germany)

action adventure game

<http://www.technomage.de/>

- animated 14 cinematic sequences including intro and finale
- storyboard, animatic
- character design, modelling, texturing, rigging and keyframe animation
- lighting and camera

Gothic 1 (PC) (Pyranha Bytes GmbH, Germany)

action fantasy RPG

- designed, modeled, textured, rigged and animated in-game characters

Real Neverending Story / Auryn Quest (PC) (Discreet Monsters GmbH, Germany)

action adventure game

- animated intro-cinematic
- animatic
- character modelling, texturing, rigging and keyframe animation
- lighting and camera

Tunguska (PC) (Exortus GmbH, Germany)

action adventure game

- animated intro-cinematics
- storyboard, animatic
- character design, modelling, texturing, rigging and keyframe animation, lighting and camera

1992-1996

Attic Software GmbH - Albstadt, Germany

employed 2D/3D Artist/Animator, Concept Artist

Realms of Arkania 2 (PC), **Realms of Arkania 3** (PC)

fantasy RPG

- designed, modeled and textured backgrounds, environments, characters and game icons
- keyframe character animations

1991-1992

freelance 2D Artist/Animator - Berlin, Germany

Realms of Arkania 1 (PC) (Attic Software GmbH)
fantasy RPG

- 2d character pixel-drawings
 - 2d character animations
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