

Linus Hofmann – VFX Artist / Nuke Composer

Resumé - September 2011

Personal Details

Nationality: **Swiss / Irish**
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Introduction

I am a keen VFX artist specializing in the area of digital compositing. I am especially interested in working as a Nuke compositor in the field of high end TV and Film effects. I work well as part of a team, am highly motivated in improving my knowledge of the field and always looking to further my abilities as an artist. I am flexible and willing to relocate for the right opportunity.

Work Experience

Aug - Sept 2011 - **Compositor at Redwire Media:**
Unannounced “Winnie the Pooh pilot” for Disney Channel

Carried out greenscreen compositing and 3D set extension work on Pilot for a Disney preschool tv show. All 3d work and look development was carried out within Nuke and involved working closely with the director to develop a visual style for the show.

May - July 2011 - **Lead Compositor at Freakwave Vfx:**
BBC/Cbeebies Feature Film “Lost Christmas”

Collaborating with a remote team of Vfx artists I was responsible for leading the compositing and matte painting effort on a sequence of around 40 shots. We were tasked with converting a canal sequence shot in summer to look like a frozen winter scene. This involved extensive snow and ice matte painting work and greenscreen compositing of actors onto the cracking ice.

Dec 2010 - Jan 2011 - **Compositor and CG artist: Official Asian Cup 2011 Music Video**

Working under the supervision of Marijn Eken I completed around 50 shots for the Official Music Video of the Asian Cup 2011 “Yallah Asia” featuring Jay Sean and Karl Wolf. This involved adding photo realistic CG footballs to a number of shots and doing layout, rotomation and the final compositing on the major effects shot of the video. This shot shows 4 running dogs whip up a cloud of dust and transform it into a speeding Mercedes.

Oct - Nov 2010 - **Compositor: Feature Film “Peace Love and Misunderstanding”**

Completed various compositing tasks from car interior green screen and sky replacements to cosmetic cleanups and beauty work. In total I completed over 20 shots for the film.

Sept - Oct 2010 - **Lead Compositor: Feature Film “Higher Ground”**

Completed complex day for night conversions and plate fixes on an Bus crash sequence for the Sundance film Higher Ground. Led small vfx team working remotely to achieve these goals under a very tight schedule and with challenging source material.

July 20th- August 21st 2010 - Onset VFX Supervisor at Dinamo for “Grandpa in my pocket”

During production of the Cbeebies program “Grandpa In My pocket” Series 3 I was working on set as a VFX supervisor on behalf of Dinamo Studios.

May – July 2010 - VFX Supervisor: Short Film “The Cursed Mirror”

Working closely with director Jon Rennie I was responsible for completing over 30 effects shots for the film. I handled VFX supervision on set and taking the majority of the effects shots to completion. The work required seamless sky replacements, matte painting set extensions and fixes.

Oct / 2009 – May / 2010 - VFX Compositor: FXPhd Short Film “Moving Day”

In October 2009 I competed in and won an FXPhd challenge to produce the final VFX matte shot for the Fxphd short film “Moving Day” directed by Jason Wingrove. Following on from this I worked alongside the Special Ops team and composited a further shot for the film.

Oct / 2009 – Dec /2009 - Lead VFX artist: Adastra Creative pilot “Little Red Things”

For this kids tv pilot I was given the task of developing the title character from a loose concept to an animation ready character and then integrating that character with live action performances. I worked closely with VFX producer Jon Rennie and the clients Adastra Creative to bring this project to life.

Aug / 2009 – Oct / 2009 - Lead VFX Artist / CG Supervisor: Short Film “Reign Of Death”

I completed VFX work for the BBC "It's my shout" shortfilm "Reign Of Death", directed by Matthew Savage and starring Noel Clarke. I was responsible for completing the VFX on this project leading and supervising a student team of 5 animators and 3d artists.

Education

- Oct 09 - Now: Enrolled in 8th term at Fxphd, Online school for Digital VFX training.
- 2007-2009: BA Hons 3D Computer Animation. Swansea Metropolitan University (Uncompleted)
- 2006: Irish Leaving Certificate (A Levels Equiv.)
 - Higher Level Subjects: Physics: A2, Chemistry: A1, Engineering: A2, German: A1, Maths: B1, English B3
 - Ordinary Level Subjects: Irish: B1
 - Won Cork VEC Honours for overall Leaving Certificate Result, and Distinction in National Finals for my Leaving Certificate Engineering Project.
- 2003: Irish Junior Certificate: (GCSE Equiv.) All higher level subjects: 5 As, 6 Bs, 1 D.

Skills & Tools

Solid Knowledge of:

- **Nuke, Maya, Mental Ray, SynthEyes, Photoshop, Silo**

Some Knowledge of:

- Digital Fusion, PFTrack, 3D-Studio Max, Vray, Zbrush, After Effects, Mari

I understand and am confident with the creation of digital visual effects and the techniques required for, tracking, rendering and compositing CG elements with live action footage. I have a solid understanding of the general VFX process and a growing knowledge and interest in digital film compositing techniques. I try to maintain a solid 3D skill set which I think helps me approach more diverse effects work but also strengthens my compositing approaches within Nuke.