

Lucas Wendler / 3D Character Animator

Contact:

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Objective:

Creating lifelike animations of international standards in an efficient manner and achieving the high quality associated with such projects.

Capabilities:

- solid background knowledge of all aspects in digital postproduction
- self-motivated and always out to achieve the highest quality possible
- eye for composition and colour as well as technical understanding of the production pipeline
- working well under pressure in a team environment

Work Experience

02/10 - 08/10	3D Character Animator: Animal Logic, Sydney, Australia "Legend of the Guardians: The Owls of Ga'Hoole"
11/08 - 12/09	3D Character Animator: Ambient Entertainment, Hannover, Germany "Animals United"
08/07 - 08/08	3D Character Animator: Framestore Animation, London, UK "The Tale of Despereaux"
09/06 - 06/07	3D Animator/ Artist: Passion Pictures, London, UK
07/03 - 08/06	3D Animator/ Artist: fiftyeight 3d GmbH, Wiesbaden, Germany
07/99 - 08/00	3D Animator/ Artist: reakktor media GmbH, Hannover, Germany
11/97 - 07/99	3D Animator/ Artist: Ahead Entertainment Software GmbH, Hannover, Germany

Education

09/00 - 02/04

German Film School for Digital Production
Berlin, Germany
Diploma "Digital Artist" with emphasis on 3D
Animation

until 05/96

Gymnasium Lehrte, Germany
German Abitur

Language Skills

- German
- English
- French (basic skills)

Computer Skills

- Windows XP
- Mac OS

Software Skills

- Maya, Softimage XSI, Photoshop

Personal Interests

- Music
- Film
- Snowboard
- Travelling

For reference please contact:

- Katherine Smith (Animation Production Coordinator @ Framestore Animation) kathrano@gmail.com
- Anna Lord (VFX Producer @ Passion Pictures) anna@passion-pictures.com
- Siham Faddoul (VFX-Producer @ fiftyeight 3d) siham@fiftyeight