



Dan Lindskov Andersen

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Objective

To work as a generalist in a friendly environment, being part of a talented team, turning out the highest quality imagery. To progress, learn new skills and optimise existing routines.

Employment

Lead 3D Artist

Aug 2012 – Present

Ghost VFX, Copenhagen, DK

Senior Generalist TD

Jan 2011 – Nov 2011

Gungho VFX, Copenhagen, DK

Involved with commercial projects for Danish and international clients working on everything from modelling to rendering. Switched from MEL to Python/PyMEL and wrote pipeline scripts and tools for use on various projects.

Sequence Lead / Generalist TD

Mar 2009 – Dec 2010

Double Negative, London, UK

- **'Paul'**: Was lighting lead on 120+ creature-shots (14 sequences) of which I lit around 20 shots myself. Implemented a pipeline for creating dynamic displacement on the main character's skin based on edge stretch/compression. Did modelling, texturing and look development of a UFO for the climactic end sequence and took part in look developing several other props. Wrote pipeline scripts and small tools for general use.

- **'The Debt'**: Participated in look developing an airplane and lit 2 shots.

- **'The Sorcerer's Apprentice'**: Did modelling, texturing and look development for a number of props.

- **'Green Zone'**: Lit 20+ shots from various sequences. Was part of a team, led by CG Supervisor Julian Foddy, creating an all-CG flyover of Baghdad; work involved modelling, texturing and look development of buildings and vehicles, set dressing, lighting, adding details to 3d trees with projected matte paintings and a lot of organising and wrangling renders. Modelled, textured and look developed 10+ props for use in various other sequences.

Generalist TD

Jan 2008 – Dec 2008

Gungho VFX, Copenhagen, DK

Switched from 3ds Max to Maya and picked up MEL scripting. Worked on a number of different commercials doing modelling, texturing, look development, lighting, keyframe- and simulated animation, rendering and compositing.

Generalist TD

Dec 2005 – Dec 2007

Cadesign, Aarhus, DK

Mostly worked on high-end visualisation of interiors. Was lead in refining the workflow for photoreal visualisation, including lighting, rendering, compositing and grading. Played a key role in the design and maintenance of the company's library of 3d models which, by the end of 2007, comprised more than 500 fully modelled and textured assets.

3D Apprentice

May 2003 – Nov 2005

Cadesign, Aarhus, DK

Worked on arch-viz projects (interior and exterior), doing modelling, texturing, look development, lighting and rendering.

Education

Tech College Aalborg

Aug 2001 – Nov 2005

Aalborg, DK

Multimedia Animator

Skills

Production experience in most areas of 3d, including: modelling; texturing; look development; lighting; cloth, fluid and rigid/soft-body simulation; scripting (MEL/Python); rendering and basic compositing (Fusion/Shake).

Specialties: Hard surface modelling; texturing; look development; lighting

Software

- | | | | |
|--------------|---------|-------------|----------|
| • Maya | 4 years | • Scripting | 4 years |
| • RenderMan | 2 years | • V-Ray | 5 years |
| • Mental Ray | 1 year | • Photoshop | 12 years |
| • Realflow | 2 years | • 3ds Max | 9 years |
| • Fusion | 2 years | • Shake | 1 year |

Interests

Drumming, whisk(e)y, tacos & seeing the world.

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