

Norbert Kiehne - 3D artist

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Showreel 2019, Shotbreakdown

Klarna Squidlet



Kit: XSI, ICE, Arnold, Photoshop, Nuke, RnD and Flame

My contribution:

- animatic
- creature: model, rig, animation, simulation guide topology setup
- bubbles: setup, simulation, rendering
- some utility scripts

Sehsucht - ultimate visual stimulant/ frog and plants



Kit: XSI, Arnold, Mudbox, Photoshop, Nuke, RnD and Flame

My contribution:

- animatic according to the storyboard in cooperation with CD
- frogs: animation, pose library plugin
- plants: rig, animation, simulation
- some utility scripts

Capri sun



Kit: XSI, ICE, Redshift, Photoshop, Nuke, RnD and Flame

My contribution:

- Rig/ ICE
- Animation
- Print renders
- some utility scripts

EnBW



Kit: Maya, Houdini, Redshift, Arnold, Nuke and Flame

My contribution:

- Animation
- some utility scripts

Nike - Tiempo



Kit: XSI, Redshift, Photoshop, Nuke and Flame

My contribution:

- Shoe rig, ICE rig and deformation, animation
- Laces ICE rig
- Lighting and rendering
- some utility scripts

Nike - Tiempo Legend V



Kit: XSI, Arnold, Photoshop, Nuke and Flame

My contribution:

- Shoes: Rigging, ICE rig and deformation, animation
- Moulding form: model, rig, animation
- Robot arms: some modelling, additional rigging, ICE, animation
- some utility scripts

Staples - HTC and repair



Kit: XSI, Arnold, EM Flock, Photoshop, Ozone, Boujou, PF Track, Syntheyes, Nuke and Flame

My contribution:

- Matchmove and tracking
- Laptops: rig tweaks, animation, simulation
- Tablets and Navis: additional rigging and animation
- PCs: rig, animation
- Ozone evaluation for cloud shots
- some utility scripts

Accenture - Dandelion

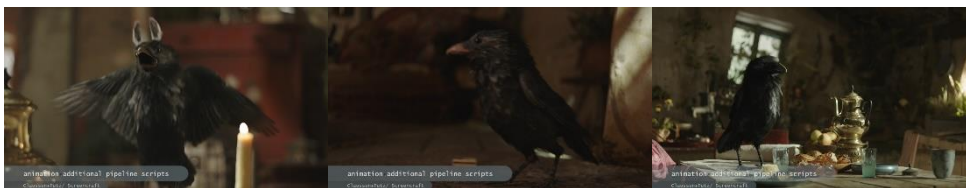


Kit: XSI, Arnold, Photoshop, Nuke and Flame

My contribution:

- Dandelion: animatic, model, rig, ICE rig, animation
- some utility scripts

Die kleine Hexe



Kit: Maya, Houdini, Redshift, Arnold, Nuke and Flame

My contribution:

- Modelling
- Rig research in cooperation with rigger
- Animation
- some utility scripts

Bumblebee



Kit: Maya, 3D Equalizer, Nuke

My contribution:

- Layout
- Animation

Jurassic Park

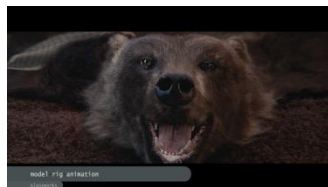


Kit: Maya, Nuke

My contribution:

- Layout
- Animation

Tele2 - Bear



Kit: XSI, Arnold, Photoshop, Nuke and Flame

My contribution:

- Model
- Rig
- Animation

Klarna - Fish



Kit: XSI, Arnold, Photoshop, Nuke and Flame

My contribution:

- additional rigging, additional ICE deformation
- Animation

Die Vampirschwestern



Kit: XSI, Arnold, Mari, Mudbox, Syntheyes, Photoshop, Nuke

My contribution:

- Matchmove and body tracking
- Worm: retopology, rig, ICE, animation

Heidi



Kit: XSI, Arnold, Photoshop, 3D Equalizer, Nuke

My contribution:

- Butterfly: model, rig, animation

Das kleine Gespenst



Kit: XSI, Arnold, Houdini, 3D Equalizer, Nuke and various

My contribution:

- Animation supervision
- Animation pipeline setup in coop with other departments
- Facial capture evaluation, animation lookdev, pose templates
- Ghost: model retopo, additional rig tweaks, shapes modelling, animation
- animation team tech support, additional utility scripting

Nike - The flame

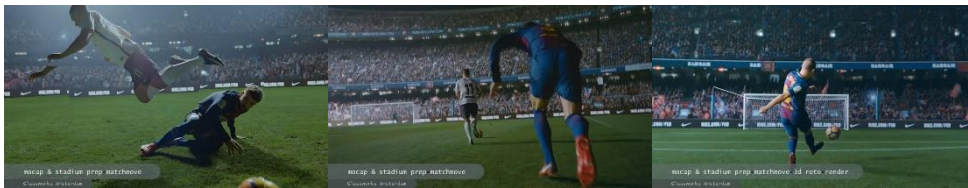


Kit: XSI, Arnold, PF_Track, Syntheyes , Photoshop, Nuke and Flame

My contribution:

- Matchmove

Nike – “TheBallMakesUsMore”



Kit: XSI, Houdini, Arnol, Redshift, PF_Track, Syntheyes , Photoshop, Nuke and Flame

My contribution:

- Matchmove supervision
- Stadion cleanup and geometry preparation
- Crowd emitter prep
- Stadion ornaments
- Mocap transfer to target rig in XSI/ Houdini
- Utility scripts