

Norbert Kiehne - 3D artist

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Date of birth: March 31, 1971
Place of birth: Munich
Nationality: German

About me

I am currently working as a 3D generalist on commercials and feature film projects. Maya is the 3D packages I used the most in the recent past after switching from Softimage XSI, but due to the variety of tasks I was assigned with in the last 20+ years I could also gather a lot of different flavored expertise with numerous other software packages.

Hases

- highly motivated
- team player
- problem solver
- profound knowledge in character animation and vfx
- can handle complete assignments from briefing to delivery
- cooperative team supervision
- work well under tight deadlines
- can deal with clients

Work experience

January 2017 - current

Freelance 3D artist at Glassworks Amsterdam, Sehsucht, ScanlineVFX, Screencraft, Claussen+Putz, Rise FX

- Pets United, animation supervisor
- Dragonrider, senior animator
- Ballon, senior animator
- Jurassic World Fallen Kingdom, senior animator
- First, senior animator
- Bumblebee, senior animator
- Die kleine Hexe, senior animator, modeller
- Black Mirror Season 3, senior rigger
- various projects for Nike and EnBW, senior 3D generalist

July 2015 – December 2016

Senior 3D artist at Glassworks Amsterdam Ltd.

- senior 3D generalist
- various projects for Nike, Klarna, Coca Cola, Sony Playstation, Electronic Arts, Tele2, Capri Sun, Tommy Hilfiger and others.

Sept 2009 - June 2015

Freelance 3D artist at Claussen+Woebke+Putz, Glassworks London, Glassworks Amsterdam, Sehsucht Hamburg, Aixsponza, Sunday Digital, animoto, icon incar

- Senior 3D Generalist with a leaning towards modelling, rigging and animation
- *Heidi*, senior animator and creature rigger
- *Die Vampirschwestern 2*, senior animator and character rigger
- *Das kleine Gespenst*, animation Supervisor

- *Die Vampirschwestern*, senior animator, character rigger and match mover
- various projects for Nike, Accenture, Crytek, Danone, BMW, Staples, Audi, MTV, Nokia, Red Bull and others.

Jan 2004 – Aug 2009

Partner and senior 3D artist at animoto GmbH (Munich)

- 3D generalist on various projects
- *The Ugly Duckling & Me*, 3D animator
- Supervisor on various projects
- Calculation of budgets
- Communication with clients
- Training of traditional 2D animators
- Developed various tools and pipeline enhancements

Nov 2003 – Jan 2004

Freelance 3D artist at Glassworks Ltd. (London)

- *RP2 - Crimson Rivers 2: Angels of the Apocalypse*
FX TD, smoketrails, bulletrails, sparks, smokepuffs and flashes

Oct 2003

Founding partner of animoto GmbH

2001 – 2003

Freelance 3D artist at Glassworks Ltd. (London)

- 3D generalist on various commercials
Sony, Aquafresh, Sudafed, Thermasilk
- special projects - *VW dome project*
lead artist, workflow evaluation and documentation,
scripting of the batch render pipeline

2000 – 2003

3D artist at Trixter Film GmbH (Munich)

- *Rave Macbeth*
3D artist, title sequence
- *Loisel's Peter Pan*, trailer for a feature film project in development
water FX, a raft and various particle effects
- *Moby Dick*, preproduction for a feature film project in development
various moods, models and tests
- 3D generalist on various commercials with a focus on character animation

1998 – 2000

Freelance 3D artist at Das Werk (Munich)

- *2001: A Space Travesty*
character animation, alien

Freelance 3D artist at Trixter Film GmbH (Munich)

- *Heavy Metal F.A.K.K.2*
spaceships modelling, animation and particle effects
complete shot assignments from model to final render
- 3D generalist on various commercials

1997

3D trainee at Munich Animation (Munich)

1995 – 1996

System administrator at Deutsches Jugend Institut (Munich)

Education

2001 – current	Still learning something every day...
1996 - 2001	Diploma in computer science, University of Applied Sciences Munich Diplominformatiker (FH) (equals M. Sc.) Diploma Thesis: "Development of a text parser system using mel to automate facial animation based on classic animation techniques"

Software Skills

3D:	XSI, Maya, PFTrack, Syntheyes, Mudbox
2D:	Nuke, AfterFX, Fusion, Photoshop, Premiere
Scripting:	python, mel, jscript, batch
Old school:	Softimage 3D, Eddie, Shake, 3D Equalizer, Boujou
Operating systems:	Windows (admin level), Linux (file server), MacOS, IRIX

Feature Film Credits

2019 Pets United
2019 Dragonrider
2018 Ballon
2018 Jurassic World - Fallen Kingdom
2018 First
2018 Bumblebee
2017 Die kleine Hexe
2016 Black Mirror Season 3
2015 Heidi
2014 Die Vampirschwestern 2
2013 Das kleine Gespenst
2012 Die Vampirschwestern
2006 Asterix and the Vikings
2006 The Ugly Duckling & Me
2003 RP2 - Crimson Rivers 2: Angels of the Apocalypse
2001 Rave Macbeth
2000 2001: A Space Travesty
2000 Heavy Metal F.A.K.K.2

Languages

German (native)
English (fluent)