

# Thorsten Kuttig

*Skills (based on productions in my experience) – April, 20<sup>th</sup>, 2010*

## :: 3D ::

Alias Maya	very good	(since publication, own license)
Alias PowerAnimator	long time ago	(1/2 year, 1998)
3D-Studio Max	excellent	(9 years, with a lot breaks)
Lightwave 3D	long time ago	(7 years, with a lot breaks)
Softimage	long time ago	(1 year, 1998-1999)
Techimage-Artiface	long time ago	(1 year, 1999)
ZBrush	poor	(A few weeks)
Mudbox	poor	(I guess it'll need very less time to get in)
Silo	OK	(A few days)
Modo	OK	(A few days)
Boujou	good	(A few weeks)

## :: Motion Capture ::

Kayadara FilmBox/Motionbuilder	very good	(8 years, with breaks)
Vicon 8/MX Motion Capturing System	OK	(2.5 years, with breaks)
Motion Analasys Mocap System	OK	(1 year, 1999)

## :: Compositing ::

Adobe AfterFX	very good	(11 years, own license)
Softimage DS	poor	(1/2 year, 1999)
Discreet combustion	very good	(since publication, with breaks)
Nuke	poor	(A few days)
Shake	poor	(A few days)

## :: Editing ::

AVID Media Composer	OK	(2 years, certified)
Adobe Premiere	excellent	(since publication, own licenses)
Canopus Edius Pro	excellent	(4 years, own license)
Sony Vegas	excellent	(1 year)

## :: Special FX ::

Elastic Reality	excellent	(8 years, with breaks)
RealViz ReTimer	poor	(1 year, 2001)

## :: Imaging ::

Adobe Photoshop	good	(10 years, own licenses)
Lightroom	very good	(1 year)
BodyPaint	OK	(1 year, 2002)
DeepPaint	OK	(1 year, 2002)

## :: Authoring ::

DVD-Maestro	excellent	(7 years)
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*skills modelling/texturing* ( nurbs OK / polys excellent / subdiv-surfaces OK )

- Characters **very good**
- Sets **excellent**
- Props **excellent**
- Texturing/unwrapping/uv-sets etc **very good**
- Geometry- optimization **excellent**

### *skills character-setup/rigging*

- smooth-binding **excellent**
- rigid-binding **excellent**
- influence-objects **very good**
- clustering etc. **very good**
- skeleton setup/rigging  
Mocap **excellent**  
FK/IK **very good**
- facial setup for mocap **excellent**

### *skills animation*

- face capturing **excellent**
- facial animation **very good**
- motion capture based animation **excellent**
- Filmbox/Motionbuilder  
data-cleaning **excellent**  
motion-blending **excellent**  
animation **excellent**
- forward /inverse kinematics **excellent** (break-in period needed)
- dynamics  
softbodies **good**  
particles **poor** (break-in period needed)
- fur **good** (break-in period needed)
- hair **poor** (never used)
- cloth **OK** (break-in period needed)
- object/camera-tracking (Maya) **very good**

### *skills rendering*

- lighting **very good**
- caustics (never used)
- global illumination  
Mental Ray **good**  
VRay **excellent**
- final gathering  
Mental Ray **good**
- mental ray general **good** (without programming shaders etc)
- render-/layer management/  
-optimization **very good**

### *skills programming (poor)*

I´m able to write some simple expressions, but nothing special

### *additional skills*

- Macromedia Flash Animation **good** (break-in period needed)
- HTML **OK**
- screen-design **good**
- editing **excellent**
- rotoscoping **good** (break-in period needed)
- compositing **good** (pre-compositing / standard)
- sound editing **good**
- morphing **good** (break-in period needed)
- DVD-Authoring **very good**

*favourite tasks:*

- skinning (body/ facial)
- character modeling (polys) & animation
- motion-capture based animation
- facial-setup and -animation
- prop-and set modeling & -animation
- compositing
- editing