

## FEATURE FILM EXPERIENCE

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- **-confidential title** DREAMWORKS- AMBLIN ENTERTAINMENT. / DIR: STEVEN SPIELBERG / PD: GUY HENDRIX DYAS / 2013  
previsualization designer
- **Superman: Man of Steel** WARNER BROS. / DIR: ZACH SNYDER / P: CHRISTOPHER NOLAN, PD: ALEX McDOWELL / 2013  
virtual camera supervisor, previsualization designer  
my virtual camera system used by director Zach Snyder (300, Wachmen) and Production Designer Alex McDowell (Minority Report, The Terminal)  
*on location work in Vancouver*
- **Green Lantern** WARNER BROS. / DIR: MARTIN CAMPBELL / 2011 / PD: GRANT MAJOR  
previs designer, virtual camera & motion capture supervisor  
developed realtime virtual camera system to explore sets and frame shots utilized by director Martin Campbell (James Bond: Casino Royale, Goldeneye)  
2nd unit director, John Mahaffie (*The Lord of the Rings* trilogy)  
production designer Grant Major, Academy Award winner (*The Lord of the Rings* trilogy)  
supervising Art Director Andrew L. Jones (*Avatar*)  
*on location work in New Orleans, Louisiana*
- **Spider-Man 4** COLUMBIA PICTURES / DIR: SAM RAIMI / 2011 / Film project cancelled  
villain previs rigging, massive
- **S.P.** FUJI TELEVISION JAPAN / DIR: KATSUYUKI MOTOHIRO / 2010  
previs animator, rigging
- **Bioshock** UNIVERSAL STUDIOS / DIR: GORE VERBINSKI / VFX: CHARLES GIBSON / 2011 / Film project cancelled  
previs animator, rigging, massive
- **Percy Jackson and the Olympians: The Lightning Thief** 20TH CENTURY FOX / DIR: CHRIS COLUMBUS / 2010  
postvis animator, tracking
- **Iron Man 2** MARVEL STUDIOS / DIR: JON FAVREAU / 2010  
facial previs tests, suit design rigging, previs rigging
- **Point Break Indo** UNIVERSAL STUDIOS / DIR: JAN DE BONT / 2010 / Film project cancelled  
previs animator, rigging
- **Avatar** 20TH CENTURY FOX / DIR: JAMES CAMERON / 2009  
hud display modeling for final shots, rendered by ILM
- **Terminator Salvation** WARNER BROS. / DIR: MCG / VFX: CHARLES GIBSON / 2009  
previs animator, rigging, postvis animator, tracking
- **The Box** WARNER BROS. / DIR: RICHARD KELLY / 2009  
matte painter, modeling, texturing
- **The Incredible Hulk** MARVEL STUDIOS / DIR: LOUIS LETERRIER / VFX: KURT WILLIAMS / 2008  
previs animator, on set motion capture td, postvis animator, rigging, tracking  
*on location work in Toronto*
- **Iron Man** MARVEL STUDIOS / DIR: JON FAVREAU / VFX: JOHN NELSON / 2008 /  
previs animator, tracking
- **Aliens vs. Predator 2: Requiem** 20TH CENTURY FOX / DIR: BROTHERS STRAUSE / 2007  
previs animator
- **Live Free or Die Hard** 20TH CENTURY FOX / DIR: LEN WISEMAN / 2007  
highway previs set modeling after blueprints
- **Stay Alive** HOLLYWOOD PICTURES / DIR: BRENT BELL / VFX: KENT SEKI / 2006  
character animator, hair for all 10 characters, facial rigging, texturing
- **Superman Returns** WARNER BROS. / DIR: BRYAN SINGER / 2006 / Film nominated Academy Awards - Best Visual Effects  
animation, texturing, texture painting, rigging, modeling, matte painter
- **Flightplan** TOUCHSTONE PICTURES / DIR: ROBERT SCHWENTKE / 2005  
postvis animator

## CINEMATICS / GAMES / COMMERCIALS / SHORT FILMS / ARCHVIZ

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- **Aion** animator, motion capture supervisor, massive artist (IN GAME CINEMATIC) CLIENT: GAME STUDIO / 2009
- **Forza Motorsport 3** generalist, particle effects (OPENING GAME CINEMATIC) CLIENT: MICROSOFT GAME STUDIOS / 2009
- **KAP** massive artist (ARCHITECTURAL VISUALIZATION) / 2009
- **Thundercats / Digital Domain** (ANIMATED FEATURE TEST) CLIENT: DD / DIR: JERRY O'FLATHERY / VFX: KIM LIBRERI / 2008  
3d generalist, lighting
- **Steven Spielberg's Eve / Electronic Arts LA** (GAME) CLIENT: EA / DIR: STEVEN SPIELBERG / VFX: HABIB ZARGARPOUR / 2008  
modeling, texture painting, texturing
- **Forza Motorsport 2** animator, texturing, modeling (OPENING GAME CINEMATIC) CLIENT: MICROSOFT / 2007
- **The Forest** matte painter, film poster designer (SHORT FILM) SHORT FOREST FILMS / DIR: SEAN CUSHING / 2007
- **Commercials:**  
**KIA "Alien"**, previs animator CLIENT: Animal Logic, Los Angeles / 2010  
**Sprint "Stadium"**, previs animator CLIENT: PSYOP, Los Angeles / 2008  
**Sprint Phone**, animation, modeling, texturing CLIENT: SPRINT / 2008  
**Pepsi "Yawn"**, motion, capture supervisor CLIENT: MASS MARKET, New York / 2007  
**Safeway**, previs animator CLIENT: PSYOP, New York / 2007  
**KIA "Musical Cars"**, previs animator CLIENT: KIA / 2007  
**Hummer "Monsters"**, previs animator CLIENT: METHOD STUDIOS, Los Angeles / 2005

## CG WORK EXPERIENCE

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- **Pixel Liberation Front**, Venice, CA, USA 2006 Sep - present  
animator, previs animator, rigging, motion capture supervisor, pipeline supervisor  
on site at *Universal Studios, Warner Bros Studios, Marvel Studios, 20th Century Fox Studios, Toronto Studios, Digital Domain, Psyop LA, Animal Logic LA*
- **Softimage / Avid**, Montreal, Canada 2005 Jun - Dec  
Avid Wiki project coordinator, external community advisor, part time  
Softimage Face Robot, software testing and tutorial material, part time

### RAFFAEL DICKREUTER

**Previsualization Designer**  
**Virtual Camera Supervisor**  
**Motion Capture Supervisor**  
**Face Robot Artist**  
**Massive Artist**

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Swiss citizen  
USA O-1 Green card

VES member  
Previs Society member

- Phase 24, Zurich, Switzerland 2002 Jan - Jun  
web designer, web developer
- Advertising Art & Ideas, Zurich, Switzerland 2001 Nov - Dec  
junior desktop publisher
- CrossCam TV, Bern, Switzerland 1996 - 2000  
freelance cameraman, on stage cameraman at concerts

#### TEACHING EXPERIENCE

- University of Southern California (USC), School of Cinematic Arts, L.A. 2008 Sep - Dec  
character animation, XSI instructor, guest lecturer, taught 6 lessons
- University of Southern California (USC), School of Cinematic Arts, L.A. 2007 Sep - Dec  
character animation, XSI instructor, guest lecturer, taught 15 lessons
- SAE Institute, Zurich, Switzerland 2006 Jan - Feb  
Softimage XSI instructor, taught 42 lessons
- SAE Institute, Zurich, Switzerland 2005 Jan - Feb  
Softimage XSI instructor, taught 39 lessons

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#### ACTIVITIES

- 2011 Presentation about previsualization at the University of the Arts/Animation - Luzern, Switzerland
- 2011 Presentation about previsualization at The Art Institute - Hollywood
- 2010 Joined the Visual Effects Society (VES) [www.visualeffectssociety.com](http://www.visualeffectssociety.com)
- 2009 Developed realtime virtual camera system for virtual cinematography and set scouting.
- 2009 Invited to join the Previsualization Society. [www.previsociety.com](http://www.previsociety.com)
- 2008 Judge, HDFest, Film Festival, Los Angeles, CA. [www.hdfest.com](http://www.hdfest.com)
- 2008 Contributing author for Digital Production Magazine. [www.digitalproduction.com](http://www.digitalproduction.com)
- 2007 Presentation at Avid Make Your Mark, Los Angeles about breaking into the CG industry.
- 2006 Judge, HDFest, Film Festival, Los Angeles, CA. [www.hdfest.com](http://www.hdfest.com)
- 2006 Contributing author for 3D World Magazine. [www.3dworldmag.com](http://www.3dworldmag.com)
- 2006 Author of character animation/rigging training DVD "Get Moving" [www.3dtutorial.com](http://www.3dtutorial.com)
- 2005 Presentation at SIGGRAPH 2005 about hair styling at Softimage training booth.
- 2005 - 2008 Co-founder and organizer of the Los Angeles XSI user group. [www.xsila.com](http://www.xsila.com)
- 2005 - 2008 Technical Editor HDRI 3D Magazine. Writing editorials, articles. [www.hdri3d.com](http://www.hdri3d.com)
- 2004 Certification as Softimage XSI Instructor by Softimage.
- 2004 - 2006 Co-founder and organizer of the London XSI user group [www.xsilondon.com](http://www.xsilondon.com)
- 2003 - 2005 Co-founder of the Montreal XSI user group. [www.xsimontreal.com](http://www.xsimontreal.com)
- 2002 Founder/Administrator/Developer of XSI Base.com, the world's largest Softimage community with over 20,000 members and 10,000 visitors daily. [www.xsibase.com](http://www.xsibase.com)  
Interviewed over 100 leading artists and professionals from companies such as Pixar, ILM, Weta, DreamWorks, Blue Sky, Studio Ghibli, Stan Winston Studio, Softimage, Troublemaker Studios, The Mill, EA, Ubisoft, Valve, Blur Studio, Capcom, Konami, etc. including 4 time Oscar winner Stan Winston and VES Founder Tom Atkin.

#### EDUCATION

- 2005 - 2006 AnimationMentor.com, San Francisco, CA, USA, Animation education, My Mentors:  
Warren Trezevant, lead animator, The Incredibles - Pixar Animation Studios  
Jason Schleifer, lead animator, Gollum, Lord of the Rings - Weta Digital  
Chris Hurt, lead animator, Spider-man 2 - Sony Pictures Imageworks  
Victor Navone, animator, Finding Nemo - Pixar Animation Studios
- 2002 - 2006 University of the Arts / ZhdK, MA, Department New Media, Zurich, Switzerland  
Digital Media Education
- 2001 June- Oct Swiss Army, Piranha Tank Defense Squadron
- 1996 - 2001 Matura in Economics (University Entrance), Gymnasium Bern-Kirchfeld, Switzerland  
Also attended acting classes during a period of 2 years.

#### SKILLS / QUALIFICATIONS

Specialties previsualization, character animation, rigging, motion capture, face robot, massive

##### 3D Animation Software

Softimage XSI all aspects. Strong knowledge: animation, rigging, texturing, modeling, hair  
Maya animation, rigging, modeling, particles

##### Motion Capture & Speciality Software

Face Robot facial animation, facial motion capture retargeting  
Vicon IQ motion capture recording and reconstruction  
Vicon Blade motion capture recording and reconstruction  
MotionBuilder motion capture retargeting  
Massive crowd animation  
PF Track tracking

##### 2D Software

Painter, Photoshop, Illustrator, After Effects, Nuke, InDesign, Flash

##### Scripting Languages

PHP, MySQL, HTML, JScript, Python, MEL

##### References

Colin Green, President - Pixel Liberation Front, Venice, CA, USA, [colin@thefront.com](mailto:colin@thefront.com)  
Kent Seki, Director of Previsualization - PDI/DreamWorks, San Francisco, CA, USA, [kent@thefront.com](mailto:kent@thefront.com)  
Michael Isner, Head of Softimage Special Projects, Venice, CA, USA, [misner@softimage.com](mailto:misner@softimage.com)