

FEATURE FILM EXPERIENCE

- **Pirates of the Caribbean: Dead Men Tell No Tales** DISNEY STUDIOS / DIR: Joachim Rønning, Espen Sandberg / 2015 / 3 months
senior postvis artist
- **Passengers** 20TH CENTURY FOX / DIR: MORTEN TYLDUM / 2015 / 2 months
senior previs artist
- **Goosebumps VR Experience** SONY PICTURES / DIR: ROB LETTERMAN / 2015 / 2 months
previs supervisor
- **The Martian** 20TH CENTURY FOX / DIR: RIDLEY SCOTT / 2015
senior postvis artist
- **The BFG** AMBLIN ENTERTAINMENT / DIR: STEVEN SPIELBERG / 2015 / 2 months
senior previsualization designer
- **Avengers 2: Age of Ultron** MARVEL PICTURES / DIR: JOSH WHEDON / 2015 / 1 month
senior previsualization designer
- **Blacksails - Season 3, Episode 1** LEGENDARY PICTURES / DIR: DUNCAN JONES / 2016
previsualization supervisor
- **Warcraft** LEGENDARY PICTURES / DIR: DUNCAN JONES / 2016 / 2 months
senior previsualization designer
- **B.O.O.: Bureau of Otherworldly Operations** DREAMWORK ANIMATION SKG / DIR: ANTHONY LEONDIS / 2015 / 6 months
senior layout / previs artist
- **Goosebumps** COLUMBIA PICTURES / DIR: ROB LETTERMAN / 2015 / 4 months
postvis supervisor, previsualization designer
- **Fast & Furious 7** UNIVERSAL STUDIOS. / DIR: JAMES WAN / 2015 / 2 months
previsualization designer
- **Echoes** SLINMIT. / DIR: NILS TIMM / 2014 / 6 months
visual effects supervisor, compositor
- **Hunger Games: Mockingjay - Part 1** LIONSGATE. / DIR: FRANCIS LAWRENCE / VFX: CHARLES GIBSON / 2014 / 2 months
previsualization designer, massive
- **Captain America 2: Winter Soldier** MARVEL STUDIOS / DIR: RUSSO BROS / 2014 / 2 months
previsualization designer
- **Robopocalypse** DREAMWORKS STUDIOS / DIR: STEVEN SPIELBERG / PD: GUY HENDRIX DYAS / 2014 / Film project cancelled / 4 months
previsualization designer, massive
- **Seventh Son** WARNER BROS / DIR: SERGEI BODROV / VFX: JOHN DYKSTRA / 2015 / 4 months
previsualization designer
- **Superman: Man of Steel** WARNER BROS. / DIR: ZACK SNYDER / P: CHRISTOPHER NOLAN / PD: ALEX McDOWELL / 2013 / 1 year 2 months
virtual camera supervisor, previsualization designer, *on location work in Vancouver*
my virtual camera system was used by director Zack Snyder and Production Designer Alex McDowell
supervised virtual camera sessions on location and at directors house.
- **Green Lantern** WARNER BROS. / DIR: MARTIN CAMPBELL / 2011 / PD: GRANT MAJOR / 1 years 4 months
previs designer, virtual camera & motion capture supervisor, *on location work in New Orleans, Louisiana*
supervised virtual camera sessions on location and at studio with the director, supervised motion capture sessions with the stunt team.
Developed realtime virtual camera system to explore sets and frame shots utilized by director Martin Campbell, 2nd unit director, John Mahaffie, production designer Grant Major, Academy Award winner (The Lord of the Rings trilogy),
- **Spider-Man 4** COLUMBIA PICTURES / DIR: SAM RAIMI / 2011 / Film project cancelled / 1 month
villain previs rigging, massive
- **S.P.** FUJII TELEVISION JAPAN / DIR: KATSUYUKI MOTOHIRO / 2010 / 3 months
previs animator, rigging
- **Bioshock** UNIVERSAL STUDIOS / DIR: GORE VERBINSKI / VFX: CHARLES GIBSON / 2011 / Film project cancelled / 4 months
previs animator, rigging, massive
- **Percy Jackson and the Olympians: The Lightning Thief** 20TH CENTURY FOX / DIR: CHRIS COLUMBUS / 2010 / 3 months
postvis animator, tracking
- **Iron Man 2** MARVEL STUDIOS / DIR: JON FAVREAU / 2010 / 2 months
facial previs tests, suit design rigging, suitcase suit previs
- **Point Break Indo** UNIVERSAL STUDIOS / DIR: JAN DE BONT / 2010 / Film project cancelled / 3 months
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 / 6 months
previs animator, rigging, postvis animator, tracking
- **The Box** WARNER BROS. / DIR: RICHARD KELLY / 2009 / 2 months
matte painter, modeling, texturing
- **The Incredible Hulk** MARVEL STUDIOS / DIR: LOUIS LETERRIER / VFX: KURT WILLIAMS / 2008 / 1 year 1 month
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 / 2 months
previs animator, tracking
- **Aliens vs. Predator 2: Requiem** 20TH CENTURY FOX / DIR: BROTHERS STRAUSE / 2007 / 3 months
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 / 4 months
character animator, hair for all 10 characters, facial rigging, texturing
- **Superman Returns** WARNER BROS. / DIR: BRYAN SINGER / 2006 / 4 months
animation, texturing, texture painting, rigging, modeling, matte painter
- **Flightplan** TOUCHSTONE PICTURES / DIR: ROBERT SCHWENTKE / 2005
postvis animator

RAFFAEL DICKREUTER

Senior Animator / Generalist
Rendering / Compositing
VR Specialist

Previsualization Designer
Virtual Camera Supervisor
Motion Capture Supervisor
Photographer

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Swiss citizen / EU
USA Green card holder

VES member
Previs Society member

WORK EXPERIENCE

- **Freelance Previs Artist** 2014 Oct - present
clients: The Third Floor, Moving Picture Company,
- **DreamWorks Animation SKG, Glendale CA** 2014 Feb - Oct
Senior Previs / Rough Layout Artist
- **American Artists Rep, New York** 2012 Sep - present
represented by AA Rep. in New York for Photography, 3D Rendering, Design, Advertisement campaigns
- **Freelance Previs Artist** 2013 Jan - 2014 Feb
clients: Moving Picture Company, Proof, Halon, Cavalry FX, Persistence of Vision
- **Pixel Liberation Front, Venice, CA, USA** 2006 Sep - 2012 Dec
previs artist, virtual camera supervisor, motion capture supervisor, pipeline supervisor
on site at *Universal Studios, Warner Bros Studios, Marvel Studios, DreamWorks Studios-Amblin Entertainment, 20th Century Fox Studios, Toronto Studios, Digital Domain, Psyop LA, Animal Logic LA, NewDeal Studios*
- **Softimage / Avid, Montreal, Canada** 2005 Jun - Dec
Avid Wiki project coordinator, external community advisor, part time
Softimage Face Robot, software testing and education material, part time
- **Pixel Liberation Front, Venice, CA, USA** 2005 Mar - Sep
3D generalist, animator, previs animator
- **Advertising Art & Ideas, Zurich, Switzerland** 2001 Nov - Dec
junior desktop publisher

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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

TECHNICAL CREATIONS

- 2012 Developed **Asset Management Library System** for PLF to organize thousands of 3d assets. Includes automatic packaging system for Maya.
- 2009 Developed **Virtual Camera System** to scout digital sets and record shots. System utilized on films such as Green Lantern and Man of Steel
- 2008 Developed **Massive importer** for Maya and Softimage to animate believable crowds for previs.

ACTIVITIES

- 2005 - 2008 Co-founder and organizer of the **Los Angeles XSI user group**. www.xsila.com
- 2004 - 2006 Co-founder and organizer of the **London XSI user group** www.xsilondon.com
- 2003 - 2005 Co-founder of the **Montreal XSI user group**. www.xsimontreal.com
- 2002 - 2012 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
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**
- 2002 - 2006 **University of the Arts / ZhdK, Masters, New Media, Zurich, Switzerland**
- 2001 June- Oct **Swiss Army, Piranha Tank Defense Squadron**

SKILLS / QUALIFICATIONS

Specialties previs, character animation, virtual camera, rigging, motion capture, rendering, massive, photography, extensive photography experience, from producing, shooting studio and on location, HDRI shooting see www.raffaelphoto.com for work

3D Software
Maya, Softimage, V-ray, Arnold, Ventuz, Unreal Engine

Motion Capture & Tracking Software
Vico Blade, Vicon IQ, Optirack Motive, VCS Virtual Camera, MotionBuilder, Massive, PF Track, SynthEyes, Boujou, Face Robot

2D Software
Painter, Photoshop, Illustrator, After Effects, Nuke, InDesign, Flash

Scripting Languages
PHP, MySQL, HTML, JScript, Python, MEL

References
Yong Duk Jhun Layout Supervisor - Boo - DreamWorks Animation yong.duk.jhun@dreamworks.com
Monty Granito Prevs Supervisor - Captain America 2 montygranito@gmail.com
Christopher Batty Prevs Supervisor - Robopocalypse christopher.j.batty@gmail.com
Kyle Robinson Previs Supervisor - Man of Steel kyle.robinson.01@gmail.com
Kent Seki Previs Supervisor - Iron Man kent.seki@dreamworks.com

Spoken Languages: English, German, Swiss-german (mother tongue), French, Italian