

Curriculum Vitae

Kay Poprawe - VFX Generalist

Personal Informations

First name/Surname Kay Poprawe

Mobil +49 176 42 13 09 01

Email info@kaypoprawe.com

Nationality German

Marital Status Single

Sex Male

Birthday November 12, 1976; Marl Germany

Background At the tender age of eight I discovered my talent for drawing. Using an Atari 800XE I had my first experience with digital graphic design in 1985 followed by an Atari ST1040 in 1991 on which I started to create high quality 2D graphics for different demosceners and groups. Out of this resulted I got employment at Software 2000 as 2D artist where I was involved in countless projects. Aside from designing digital images I specialized on texturing and shading 3D objects and gained experience in level design. Till now I enjoy my spare time to learn more and more new stuff and techniques besides my regular full-time jobs.

Objectives Lighting TD, Shading TD, Surfacing Artist, Rendering, Hardsurface Modeling. Scene Assembling, Shot Layout, Environment Artist.



Work experience **Commercials**

2009-present Parasol Island (Duesseldorf/Germany)

Occupation/Position Freelance VFX Artist

worked on 10+ commercials for worldwide and national customers. Edeka, Lidl, Penny, toom, Audi, Karstadt, Ebay, Ford, Ikea, Infiniti and many more. Responsible for the lighting, shading, texturing and rendering additional modeling, camera animation work and CG Supervising.

2011-2013 Kompost (Zurich/Switzerland)

Occupation/Position Freelance Lighting TD, Shading, Texturing, Rendering

worked on several commercials for worldwide and national customers. McDonalds, Swiss Lotto, UPC, Cablecom, Migros, JT International. Responsible for the lighting, shading, texturing and rendering additional modeling, camera animation work.

2011-2013 Director Kobayashi (UK/Italy)

Occupation/Position Freelance Lookdev Artist

Worked together with Director Kobayashi on several projects for international clients. Responsible for the lighting, shading, texturing and rendering.

2011-2013 NoNoise (Sarzana/Italy)

Occupation/Position Freelance Lookdev Artist

Worked on a few stereoscopic full CGI Imagefilms for companies like Trenitalia, ATM and AnsaldoBreda.

Responsible for the lighting, shading, texturing and rendering.

2012 Die Astronauten (Duesseldorf/Germany)

Occupation/Position Freelance Lookdev Artist

Worked on a realtime/interactive demonstration for Voss Automotive.

Responsible for the lighting, shading, texturing, texturebaking, 3D Engine Assets preparing.

2007-2010 Locomotion Digital Facility (Duesseldorf/Germany)

Occupation/Position Contract Freelance Lighting TD, Shading, Texturing

worked on 30+ commercials for worldwide and national customers.

Braun, O2, Masterfoods, Henkel, Renault, Warsteiner, Wrigleys, Pepsi, Dr.Oetker, Gilette, RTL Television and many more.

Responsible for the lighting, shading, texturing and rendering additional modeling, matchmoving, camera animation work and CG Supervising.

2008-2010 Double Plus Good (Wuppertal/Germany)

Occupation/Position Freelance VFX Artist

Double Plus Good is a small VFX Studio in Wuppertal, founded by Tippett VFX Supervisor Frank Petzold. Together with Frank and the team, I worked on Milka Commercials.

Responsible for the lighting, shading, texturing and rendering.

2010 Cut and Cook (Paris/France)

Occupation/Position Freelance Lookdev Artist

Worked on a Loreal / Maybeline NewYork CG Print campaign.

Responsible for the lighting, shading, texturing and rendering.

2010 Backyard Pilots (Duesseldorf/Germany)

Occupation/Position Freelance Lookdev Artist

Worked on a Dirt Devil CGI Commercial.

Responsible for the lighting, shading, texturing and rendering.

2010 Topalsson (Munich/Germany)

Occupation/Position Freelance Lookdev Artist

Worked on a few top secret stereoscopic full CGI Imagefilms for a german car manufacturer. Responsible for the lighting, shading, texturing and rendering.

Work experience Film/Feature/Animation

2014-present Miles Short by Oliver Daly (Los Angeles/USA)

Occupation/Position Lead Lookdev Artist, Surfacing, CG Supervisor and Compositing

2013 Getaway (2013) with Ethan Hawke, Selena Gomez...

Occupation/Position Lighting TD, Shading TD, Scene Assembling

2006 Urmel aus dem Eis (Impy's Island)

Occupation/Position Texturing and Shading

Ambient Entertainment hired me as shading and texturing artist for there second 3D feature movie "Urmel aus dem Eis" aka "Impy's Island". I had done textures and shading for many assets and props that are visible in the whole movie. I also was responsible for the texturing and shading of the island, the beach, some stuff inside the school, the forecourt of the school and the house of Professor Habakuk Tibatong. I had also textured and shaded a huge amount of plants and flowers for the jungle and other sets visible in the movie.

2004 Back to Gaya (The Snurks)

Occupation/Position Lead Texture Artist: Sets

Ambient Entertainment with a staff of 80+, is one of the biggest CG Animation Studio in Germany. I was hired to work as a shading and texturing artist on the first German CG feature film, "Back to Gaya" also known as "Boo, Zino and the Snurks " aka "The Snurks". After a few month my status switched to Lead Set Shading/Texturing artist and I worked nearly on every shot in the movie. In the time of the show I had done model cleaning for texturing, UV mapping, texturing, shading and test renderings. Despite this small team we managed to get the sets and shots finished in time. Besides the show I switched my full employee to a freelancer and founded with 2 friends the company "Lightstorm3D GmbH".

Work experience Games

2013 Crystal Storm (Lightstorm3D GmbH)

Occupation/Position 2D/3D Artist

created all the main graphics for the game. Available on Android and iOS Devices

2011 Gene Effect (Lightstorm3D GmbH)

Occupation/Position VFX Artist

Created CGI backgrounds and a few textures for the game. Available on Android and iOS Devices

2006 Sacred 2 - Fallen Angel (Studio 2 / Ascaron Entertainment)

Occupation/Position Freelance 3D Artist

created textures and shading for a few real-time 3D assets in the game.

2006 Boxsport Manager (Proline Software)

Occupation/Position Freelance 3D Artist

Created textures for real-time characters and sets.
Created and designed the 2D graphic elements for the in-game menus.

2006 Tortuga - Two Treasures (Ascaron Entertainment)

Occupation/Position Freelance 3D Artist

Created textures for houses, ships, assets and complete levels. Provided also the shading for the game assets and scene lighting.

2004 Mall of America (4Head Studios)

Occupation/Position Freelance 3D Artist

worked on the intro movie of the game "Mall of America".
Responsible for texturing and shading.

2004 Kicker Fussball Manager (Proline Software)

Occupation/Position Freelance 3D Artist

Worked on the texturing and shading of the CGI football stadium and football players.

2003-2004 Holiday World (Island Games)

Occupation/Position Freelance 3D Artist

I was hired to work on some in-game graphics for the game. I worked also together with 2 colleagues on a 2 minute intro movie in full CGI. My job was to shade and texture the 3D elements, doing the lighting, scene assembling and final rendering of the intro movie.

2003 Sacred (Studio 2)

Occupation/Position Freelance 3D Artist

Responsible for texturing, shading, lighting and of Full CGI backgrounds. Also provided 2D work and designs for the in-game menus.

2000-2001 Ixyom Digital Studios

Occupation/Position Full Employee 2D Artist

Ixyom Digital Studios was a really small unknown game company in Germany, I worked just 1 Year mainly as a 2D Artist and I was responsible for 2D graphics and textures for the games and a bit of 3D work.

1995-2000 Software 2000

Occupation/Position Full Employee 2D-/Textureartist

Software 2000 was a very well-known game company in Germany. I worked in the art department as a 2D Artist and Texture Painter and created art for mainly good known german game titles like Bundesliga Manager Series, Swing or Pizza Syndicate. In the whole time at Software 2000 I was involved in over 17 Game Titles and my work was focused in creating textures, background graphics and game menu designs for those titles. Beside my 2D works I started learning 3D in Maya and Power Animator.

Education

High-school diploma with advanced technical college certificate
Career changer, hobby to career

Honors & Awards

Braun Design Film "Strength of Pure"

Awards: 2011 Bronze World Medal at NewYork Festivals Awards

Formel 1 2009 Opener

Awards: Eyes & Ears Awards 2009 - RTL CREATION: RTL - Formel 1 Best Opener for non-fictional programm - Honors and best programmrelated Design packaging

McDonalds Apple Tree

McDonalds HappyMeal Box Campaign. Awards: Bronze at Ciclope Award 2011 in Argentina.

Urmel aus dem Eis (Impy's Island)

Best movie of 2006, Section "Enfants Terribles" at Festival Internationale de Cine de Gijon

Back to Gaya (first german 3d feature animation movie)

2nd Place - Kids Section at 34th Giffoni Filmfestival in 2004

„Special distinction” KAPA Prizee at 8th ANIMASIA Seoul International Cartoon Festival, 2004, Seoul/Korea

"Bästa lågstadiesfilm", Stockholm Junior Film Festival 2005

Recommendations

From person Lee Miller

Employer at the time Locomotion Digital Facilities
worked directly with Kay Poprawe at Locomotion Digital Facilities

Occupation/Position at the time Art Director+

"Kay is one of the most talented people I have ever met. It is simply chilling to watch the results of his work evolve over time and of all the shader/lighting/mental ray geeks out there Kay is one of the most respected. He also maintains a great online presence and a willingness to share his knowledge to advance the art-form. I look forward to having him back in Loco soon."
September 10, 2009

Recommendation source www.linkedin.com

From person Dan Charbit

Employer at the time Locomotion Digital Facilities
managed Kay at Locomotion Digital Facilities

Occupation/Position at the time VFX Supervisor

"Kay is one of the best render guy I know. He knows exactly how to optimize the render time and how to keep the quality of the picture. I've really liked working with him, that was funny and I've learned many things. I hope I will work again with him. Maybe in France ;-)."
April 17, 2008

Recommendation source www.linkedin.com

From person Yann Lagoutte

Employer at the time Locomotion Digital Facilities
worked directly with Kay at Locomotion Digital Facilities

Occupation/Position at the time VFX Artist, Animator

“I worked with Kay at Locomotion Digital Facilities and I can say he is a really good Rendering TD, with a good eye for details. He really know his job about doing great pictures.”

April 13, 2008

Recommendation source www.linkedin.com

From person Pierre Grage

Employer at the time Ambient Entertainment
worked with Kay at Ambient Entertainment

Occupation/Position at the time Visual FX Artist

“I worked with Kay during the Production of "Back to Gaya aka Buu, Sino and the Snurks" at Ambient. I was happy for the oportunity to work with Kay again. His Skilles with Textures & Shading was highly needed if not unique during this Production. Beside that, he is always fun to work with and a very polite person.”

February 11, 2007

Recommendation source www.linkedin.com

From person Pierre Grage

Employer at the time Software 2000
worked indirectly for Kay at Software 2000

Occupation/Position at the time 3D Artist

“Kay was Senior 2D Artist at Software 2000 and i enjoyed working with him a lot. He has a good eye and his skilles, specially for Textures are brilliant. He had always time for questions and i could see clearly every day that he loves his work.”

February 11, 2007

Recommendation source www.linkedin.com

Additional

Software Experience Maya, Painter, Mudbox, Fusion, Shake, Deep Paint 3D, Bodypaint3D, Boujou, PFTrack, Photoshop, Illustrator, Vray, Mental Ray, Mari, Nuke, Worldmachine.