

# Ralf Hietel

3D / vfx • Animation • Graphic-Design • Motion-Design

## Personal Information

NAME **Ralf Hietel**  
Diploma Graphic Designer and 3D Artist/TD

ADRESS **Nietzschestraße 8, 50931 Cologne, Germany**

PHONE **+49 (0) 221 4309447; Mobile: +49 (0) 173 9547937**

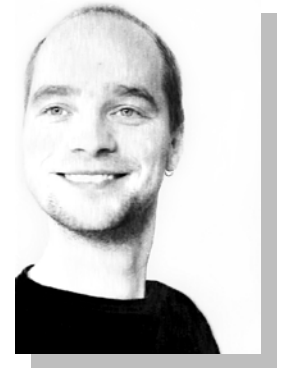
FAX **+49 (0) 321 21273047**

E-MAIL **raffaello@framestorm.com**

HOMEPAGE **www.framestorm.com**

NATIONALITY German

DATE OF BIRTH June 16, 1967



## Work Experience

2015 → **Senior 3D Artist / Art Director** at *"onlinefussballmanager gmbh"* - developing art, animation and 3D assets for the mobile-app "Football Empire" (a mixture of footballmanager and building strategy game)

2011 - 2015 **Senior 3D Artist / FX TD** at *"nhb studios düsseldorf"* (Commercials, Post-Production)

**3D Lead / Supervision** in lighting/shading/rendering and vfx for a complete two minute episode of the full-CG 3D feature animation film "Savva. Heart of the Warrior" (Glukoza Production)

2011 **Lead cloth Artist / TD** at *"Ambient Entertainment"* for "Das Geheimnis von Schloss Balthasar" - an 3D animated adventure film - produced for the 4D Magic Cinema of the Theme park Europa-Park

2011 **Senior 3D Artist** bei *"PICTORION das werk"* Frankfurt (Commercials, Post-Production)

1999 - 2011 **Freelance 3D Artist / Animator:**

ACTIVITY OF WORK Concept and realization of 3D-graphic-productions in the fields feature-film, TV, commercials, visualization, motion graphics, interactive and games. More than 5 years of experience in professional Feature Film productions.

## PRODUCTIONS / CLIENTS

### Feature Film:

- 3D-Animation Film „Latte Igel und der magische Wasserstein“ (daywalker studios)
- 3D-Animation Film „Savva. Heart of the Warrior“ (Glukoza)
- 3D-Animation Film "Animals United" in Stereo 3D (Ambient Entertainment/Constantin Film)
- 3D-Animation Film "Lissi and the wild Emperor" by Bully (CA Scanline/HerbX)
- Cartoon Film "Kommando Störtebeker" (Animationsfabrik/TFC Trickcompany)

### Short Film:

- "POST!" Short-Cartoon Film on 35 MM (13 Min.) (Trickstudio Lutterbeck)
- "M. A. K. S. III" - 3D Short Film for the Autostadt Wolfsburg (Daywalker Studios)

### TV:

	<ul style="list-style-type: none"> <li>• 3D animated TV Series "Jonalu" (Daywalker Studios/Scopas Media)</li> <li>• 3D Short Cartoons "TIKIS BAND" (Daywalker Studios/Hahn Film/WDR)</li> <li>• 3D animated Sitcom "Dragons Rock" (Tevox/TV Loonland)</li> <li>• Cartoon Series "Karlsson on the Roof"( TFC Trickcompany)</li> <li>• 3D animated Spots for Junior TV (TFC Trickcompany)</li> </ul> <p><u>Commercials:</u></p> <ul style="list-style-type: none"> <li>• "HDD Revolution Technologies - Advanced Format" - Buddy "Tamara" (Toshiba Europe)</li> <li>• 3D animations and photorealistic 3D models for several TV- and cinema- Commercials</li> <li>• 3D- animated commercials for KIK (Wilson Digital FX)</li> <li>• "Das Moorhuhn" - 3D Character for a series of commercials (<i>Charamel</i>)</li> </ul> <p><u>Motion Graphics:</u></p> <ul style="list-style-type: none"> <li>• Animation for ITU Plenipotentiary Conference 2010 (Guadalajara Mexico)</li> <li>• Animation for "BID CII 2010 Annual Meeting, board of governors" (Cancun Mexico)</li> <li>• 3D-Set Extension und Motiongraphics für die MTV-Game-Awards (<i>Grosse8/Lichtfront</i>)</li> <li>• Trade fair installation "The Efficient City" - Viessmann at the ISH '09 (Grosse8/Viessmann)</li> </ul> <p><u>Games:</u></p> <p>3D-Ego Shooter "Gunship Apocalypse" (Peppergames)</p> <p>3D- soccer cups for "Teammanager Fußball" (NH-Systems)</p> <p>Playstation game "Siedler von Catan" (Ravensburger)</p> <p>Playstation game "Inspector Gadget" (UBI SOFT)</p> <p><u>Interactive, Realtime 3D, Mobile:</u></p> <p>3D Character Animations for the Sascha Grammel- mobile App "my Josie"</p> <p>"FahrSchule" - interactive 3D Movie for the Autostadt Wolfsburg (Daywalker Studios)</p> <p>DVD- intros, cut scenes und menus (I-On New Media, Think Global Media)</p> <p>mobile phone "Emoty" - animations as 3D real time application (Plan-b Media/Siemens)</p> <p>Interactive Multimedia CD-Rom "Geschichte des Waschens" (Henkel)</p> <p><u>Visualization:</u></p> <p>3D realization of golf courses for bulletin boards</p> <p>Visualization for Print and Web (mab-media)</p> <p>3D Animations/Visualization of a Multiplex Cinema (Cinestar)</p> <p>1998 - 1999      <b>Employment as 3D artist</b> at AV/TV-Concept</p> <p>                    1998      <b>Internship</b> at AV/TV-Concept</p> <p>                    1997- 1998      <b>System Administrator</b> at Basys for Netcologne and Gerling</p>
<p style="text-align: center;"><b>Publication</b></p> <p style="text-align: center;">2003</p> <p style="text-align: center;">2001</p>	<p>PC Games Hardware – writer for several articles and workshops for the special edition "3D Grafik".</p> <p><b>DATA BECKER</b> – Author of the Book "3ds max 4 Professional Studio"</p>
<p style="text-align: center;"><b>Teaching</b></p> <p style="text-align: center;">2005 / 2008</p> <p style="text-align: center;">2002 - 2005</p>	<p><b>Rheinische Fachhochschule</b> – Lecturer for 3D Visualization and Animation Techniques in the area of studies Media Design</p> <p><b>Macromedia Fachhochschule der Medien</b> – Lecturer for 3D, Video Editing, Compositing, Animation Techniques und interactive Media</p>

<p><b>Education</b></p> <p>1992 – 1997</p> <p>1991 - 1992</p> <p>1990 - 1991</p> <p>1989 - 1990</p> <p>1978 - 1988</p>	<p>Georg-Simon-Ohm Fachhochschule Nürnberg Academic Degree: Diplom-Designer in the area of studies Communication Design Focus: Video, Computer Animation, Illustration</p> <p>Art- and Drawing-school Prof. Seeger in Munich</p> <p>Study of mathematics at the Ludwig-Maximilians-University Munich</p> <p>Civil Service: individual care of profoundly disabled (20 months)</p> <p>Josef-Hofmiller-Gymnasium Freising, Graduation: Abitur</p>
<p><b>Skills and competencies</b></p> <p>ABOUT ME</p> <p>SOFTWARE SKILLS</p> <p>SPECIALIZATION</p> <p>TECHNICAL SKILLS</p> <p>ORGANISATIONAL SKILLS</p> <p>SOCIAL SKILLS</p> <p>LANGUAGE SKILLS</p> <p>INTERESTS</p>	<p>- highly motivated and dynamic team player who can also work independently</p> <p>- good time management</p> <p>- strong sense of light, color, shape, space and movement</p> <p>- flexible and excellent stamina</p> <p>- eager for knowledge, ability to learn fast</p> <p>Maya, 3dsmax, Cinema4D, Mudbox, Realflow, Z-Brush, After-Effects, Nuke, Photoshop, Illustrator. Excellent scripting abilities in Maya MELscript and Python, good skills in MAXscript, Actionscript, Javascript and Html. Basic knowledge in Unity 3D and Unreal Engine.</p> <p>Character and Hard Surface-Modeling - Low-Poly, Hi-Poly und Subdivision-Surfaces, Character-Setup, Character-Animation, Shading/Lighting/Rendering - from stylized to completely photorealistic, VFX-Particle and Volume effects, Cloth- and Fluid simulation</p> <p>Ability to produce high quality 3D-models suitable for rigging and animation - "Modeling for Animation", experienced in integration of new methods and technologies in existing production structures and pipelines</p> <p>Experienced in organization and optimization of workflows - acquired in several full CG feature film productions</p> <p>Team spirit and flexibility proven in many different projects. Ingenuous, loyal and reliable</p> <p>English – good knowledge of spoken and written French – basics</p> <p>Music, Photography, Cinematography, Drawing</p>

Köln, September 20, 2018

(Ralf Hietel)