



NAME Philipp Kratzer

BASED IN London, UK

AGE 31 LANGUAGE German, English

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WEB/REEL www.scratch-arts.net

PROFESSION FX-TD

INTERESTS family and friends, CG, games, films, rock music, skiing and jogging

TOOLS Houdini/Mantra, Maya/Vray, Python, Modo, Keyshot, UV-Layout, Nuke, AdobeCC & constantly growing

SPECIALITY Generalist, Houdini/FX

I'm a passionate Austrian FX-TD & VFX-Instructor, currently working on feature film projects in London, UK.

My main toolset consists of Houdini/Mantra, Maya/Vray, with strong focus on procedural FX-simulation, and lighting/shading/rendering. I furthermore aid the pipeline with procedural modeling, HDA-toolbuilding and basic Python skills - and I am happy to extend this list even further.

My diverse Generalist background provided me with a wide spectrum of technical and artistic knowledge about the needs and workflows of a professional CG-pipeline, enabling me to contribute to various fields of production.

PROFESSIONAL EXPERIENCE

- NOVEMBER 2016 - PRESENT..... FX-TD at Double Negative working on „Emerald City“ and „Life“, creating locust swarms in POPs, zeroG FLIP-sims, procedurally growing veins & creature-FX (Carbon)
- APRIL 2016 - OCTOBER 2016..... GENERALIST-TD at Double Negative working on „Fantastic Beasts and Where to Find Them“, doing lighting, rendering and HDA-toolbuilding in Houdini/Mantra.
- JANUARY 2014 - MARCH 2016... 3D GENERALIST at südlich-t in Munich working on international TV-commercials.
- JANUARY 2014 - PRESENT..... SPECIALIST 3D/VFX-INSTRUCTOR at SAE Institute Munich, Stuttgart and Frankfurt.
- JUNE 2013 LIGHTING/SHADING ARTIST at Topalsson to work on automotive-projects for AUDI.
- FALL 2010 - SPRING 2013..... 3D ARTIST at Montfort Advertising (Klaus, Vorarlberg/Austria) doing print-advertising.
- SPRING TO FALL 2010..... TECHN. PRE-SALES for augmented reality at metaio GmbH in munich.

EDUCATION

- 2015..... Houdini Fluid FX online-course
- 2012..... Houdini online course, vfxlearning.com (Mentor: Alvaro Segura, Sr. VFX TD, Dreamworks Animation)
- 2006-2009..... bachelor-studies at the SAE Institute for „Film & Animation“
- 2005-2006..... civil service at the red cross being a paramedic
- 2000-2005..... technical college for electronics and informatics
- 1996-2000..... secondary modern school with technical ephasis

FURTHER EDUCATION

- EVER SINCE..... CMI-VFX, PeterQuint, The Gnomon Workshop, PluralSight and CGCircuit online training
- 2009..... Digital character creation workshop - Games College Vienna (Tutor: Thomas Mahler, Character Artist, Blizzard Entertainment)