

# Alexander Kucera

Digital Artist and VFX Coordinator

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## Profile

I'm passionate about digital film-making. From concept to 3D to compositing, I got it all covered. I enjoy maintaining my hands-on knowledge of compositing software and techniques, as this is where it all comes together. My passion for VFX is grounded in the doable.

## Experience

### Founder and Lead Artist

#### BabylonDreams – 2004–now

BabylonDreams started as a local company doing small commercials and logo animations, but grew into an independent post-production service provider from there. We are creating character animations, technical animations, architectural & product visualizations and visual effects.

- Lead artist responsible for 3D shading, rendering, compositing and technical direction of all projects
- Delivered 100% of projects on time and budget
- Manage all the workstations and render farm machines

### Journalist

#### Professional Production Magazine – 09/2008–now

The international Professional Production magazine offers its readers timely facts, dates, and trends from the media industry since 1986.

- Regularly reporting from Cartoon Forum, Cartoon Movie and FMX

### Lighting TD and Compositor

#### Red Vision, Manchester, UK – 07/2009-02/2010

Red Vision is ranked among the most innovative and biggest CG houses in the UK. They produce VFX and Animations for TV and Feature Film productions

- look development for dozens of assets, this included reworking of mental ray shading networks to work with Pixar's Renderman and the internal pipeline
- shading, lighting and rendering setup for dozens of scenes
- scripting, animation and particle FX for scenes with up to 500 000 objects
- compositing and look development for several sequences

### Compositor

#### Elektrofilm, Stuttgart/Germany – 07/2009

Elektrofilm is a well regarded post-house in Stuttgart working on TV and Feature Film productions

### VFX Coordinator

#### Pixomondo Images, Ludwigsburg – 05/2008–10/2008

Pixomondo is one of the leading visual effects companies in Germany. With over 150 artists in 8 international offices, they create VFX for feature films, commercials and corporate movies.

- Among the projects I coordinated are:
  - Ninja Assassin
  - 2012
  - Kill Daddy Good Night
  - Crashpoint: Berlin
  - Vulkan
  - Continental commercial
- Delivered 100% of projects on time and budget

## **VFX Producer**

**cine+ vision; Ludwigsburg — 2007–2008**

cine+ vision was a subsidiary of cine+, one of the leading media-service providers in Germany. It was founded to provide visual effects services for the feature film production “Prisoners of the Sun.”

## **VFX Supervisor**

**Fridthjof Film; Copenhagen — 2006–2007**

Fridthjof Film is a post-production service provider. They produce their own feature films, which are among the biggest national successes in recent Danish cinema.

## **Technical Editor, Maya 7 Visual Quickstart Guide**

**Peachpit Press — 2005**

Peachpit is part of Pearson, the international media company. Peachpit has been publishing books on the latest in graphic design, desktop publishing, multimedia, Web design and development, digital video, and general computing since 1986.

## **Lead Composer - Ambulancen (Motion Picture)**

**Fridthjof Film; Copenhagen — 2005**

Fridthjof Film is a post-production service provider. They produce their own feature films, which are among the biggest national successes in recent Danish cinema.

## **Education**

The German Film School, Elstal/Berlin — Diplom Digital Artist, Graduation 2004

fxphd — 2009–now

You may check the courses I took by going to <https://www.fxphd.com/verify> and pasting in this code: FUD2BV6VHREUDUC2

## **Awards**

- Animago Award 1<sup>st</sup> place (Musicvideo/Compositing) — my dog eats beats, <http://www.animago.com/2003/>
- Audience Award 14. Internationales Bochumer Filmfestival — my dog eats beats
- Honorary mention by the Erdiözese Freiburg — my dog eats beats

## **Personal**

I like to geek out writing LaTeX documents, reading Terry Pratchett or Scott Sigler, while playing with new rendering techniques or listening to podcasts. I used to practice karate and ride mountain bike, but haven't found the time to do so lately.

When I am doing none of the above, I like to play with our two ferrets or cook delicious food for friends and family.

## **Skills**

- shake — power user
- Nuke — power user
- Fusion — power user
- AfterEffects — intermediate user
- Stereoscopic compositing — intermediate user
- SynthEyes 3D — intermediate user
- Maya — power user
- mental ray — power user
- Pixar Renderman — intermediate user
- MEL — intermediate user
- General scripting — intermediate user