



SVEN RABE - CG Modeler | 3D Artist

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PROFILE

Versatiled cg modeler and 3D artist with 7 years of professional production experience.

OBJECTIVE

To continue growing as a digital artist with a challenging and talented studio that produces high-quality art assets for film, broadcast or video games.

SKILLS

- Organic and hard surface modeling
- Digital sculpting and resurfacing
- Blendshape creation
- Anatomical understanding
- Experienced with scan data
- UV mapping and texturing

Additional experiences: Shading, lighting, multipass rendering and cg compositing

WORK EXPERIENCES

2009 - present

LIGA_01 COMPUTERFILM GmbH - *Senior CG Modeler | 3D Artist*
Working on vfx shots for commercials, station ID's and TV movies

2007 - 2009

LIGA_01 COMPUTERFILM GmbH - *CG Modeler | 3D Artist*
Working on vfx shots for commercials, station ID's and TV movies

2003 - 2007

STUMM-FILM Medien GmbH - *Lead 3D Artist*
Working on several image film DVD productions for the agriculture and medical industry

2003 - 2007

Remote Freelance Work - *CG Modeler | 3D Artist*
Creating 3D content for commercials, book covers, print advertisements and online games for diverse clients

1996 - 1997

Freelance work at SATCOM Business TV - *Junior 3D Artist*
Working mainly for Mercedes-Benz Business Television, but also for other clients like Telekom and Deutsche Bank



EDUCATION

2001 - 2003

Media-Designer in audiovisual documents

Graduated a state-approved apprenticeship as a Media-Designer for image and sound editing. The education was divided into in-firm training and schooling.

1995 - 1996

Management assistant in audiovisual media

One year of apprenticeship.

1994 - 1995

Internship at SATCOM Business TV

First contact with 3D and other departments of a professional production company.

SOFTWARE

Softimage, Mental Ray, Photoshop, Zbrush, Unfold 3D, UV Layout, Topogun, Bodypaint 3D, Premiere, After Effects, Nuke (basic)

LANGUAGES

German (mother tongue), English

ACCOMPLISHMENTS / AWARDS / PUBLICATIONS

- Published at the **GamesConvention** CG Character Art exhibition
- Published in the online gallery of **raph.com**
- Published in the Art Book **Exposè4** from **Ballistic Publishing**
- Published in the **3D World Magazine** (December issue 06)
- **Animago Award 2006**. 1st Place, Best Virtual Character - Professional/Still Category
- **Meduc Award** 2004, 2nd Place
- Published in the 3D Online Magazine **The Total Digital Magazine** (February Issue 07)
- Published in the 3D Online Magazine **3DCreative** (May Issue 06, November Issue 06)
- Published in the 3D Online Magazine **CGArena** (May Issue 06, September Issue 06)
- Featured front page on **cgsociety.com**
- Featured Portfolio front page on **cgsociety.com**
- Featured top row on **zbrushcentral.com**
- Featured front page an into the gallery of **3dtotal.com**
- Featured front page an into the gallery of **3dm3.com**