

3D character animator, digital artist

Carsten Seller

Vor dem Neuen Tore 3
21339 Lüneburg
Germany

mobile: 00 49 175 4 18 10 41
e-mail: info@carstenseller.de

resumé

honors received:

- 2006 shortfilm award of „Friedrich Wilhelm Murnau“ Foundation
- 2005 animago award, shortfilm category
- 2005 going underground award, berlin
- 2003 eMil award of federal state lower saxony
- 2001 animago award, shortfilm category

work experience:

- 2010 **Thór: The Edda Chronicles**, CAOZ hf, Pictorion Magma Animation GmbH
3D animated feature film, directed by Óskar Jónasson, Toby Genkel
character animator, keyframe animation
- 2009 **Animals United**, Bavaria Pictures GmbH, Ambient Entertainment GmbH & Co. KG
3D animated feature film, directed by Holger Tappe
character animator, keyframe animation, previz
- 2008 **Battleforge**, RTS - Game, Electronic Arts, EA Phenomic
in-game creature animation (2,4, n-leg, flying),
character-animator, keyframe animation
- 2008 **Mini Wini Commercial**, Meica, Animationsfabrik GmbH
CG Character in live-Action Animation, directed by Daniel Fraass
character animator, keyframe animation, motion editing, layout.
- 2007 **The Flight Before Christmas**, Pictorion Magma Animation GmbH
3D animated feature film, directed by Michael Hegner (A.Film), Kari Jusoonen (Animaker)
character-animator, keyframe-animation.
- 2006 – 2007 **Lissi und der wilde Kaiser / Lissi and the wild Emperor**, HerbX Film GmbH,
CA Scanline Production GmbH, 3D animated feature film, directed by Michael Bully Herbig
senior animator, keyframe-animation.
- 2005 **Urmel aus dem Eis / Impy's Island**, Bavaria Pictures GmbH, Ambient Entertainment GmbH & Co. KG
3D animated feature film, directed by Holger Tappe
lead animator „Prof. Habakuk Tibatong“, keyframe animation.
- 2004 – 2005 **Der Kauboy / Trouble gum**, graduation project
3D animated shortfilm
script, storyboard, character and set design, modeling, rigging, texturing, dynamics,
keyframe animation, editing, rendering, compositing, foley recording, directing, producing.
- 2002 – 2003 **Back To Gaya / Boo, Zino And The Snurks**, Ambient Entertainment GmbH & Co. KG, Warner Brothers
first German CGI-feature film, directed by Lenard Krawinkel and Holger Tappe
animation of lead character „Boo“, about 220 shots, keyframe animation, motion capture actor,
motion editing, pre-visualisation.

Skills	<ul style="list-style-type: none">- strong feeling and understanding of human and animal motion, realistic and cartoony- understanding of cinematography and staging- time management ability, leading a team to meet deadlines- ability to work well within a team environment- experience in motion capture acting, directing and motion editing- open to new ideas and challenges
Software	Maya, Motionbuilder, After Effects, Premiere, Final Cut, Photoshop, Windows, Linux, Mac
Languages	German, English
education:	2005 graduation in communications design 1999 – 2005 University Of Applied Sciences And Arts Hannover, Design and Media Department 1998 Abitur (High School Diploma)

3D character animator, digital artist

Carsten Seller
Vor dem Neuen Tore 3
21339 Lüneburg
Germany

mobile: 00 49 175 4 18 10 41
e-mail: info@carstenseller.de

reel – breakdown

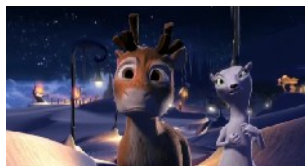


Lissi und der wilde Kaiser (D 2007)

CGI feature film

senior character animator

keyframe animation of main character „Yeti“ using Maya
facial and bodyanimation



Niko & The Way To The Stars (2007)

CGI feature film

keyframe animation of all characters using Maya,
facial- and bodyanimation



Urmel aus dem Eis / Impy's Island (D 2006)

CGI feature film

lead animator

keyframe animation of main character „Prof. Habakuk Tibatong“ using Maya,
facial- and bodyanimation



Der Kauboy / Trouble Gum (D 2005)

graduation project, CGI shortfilm

script, storyboard, character and set design, modeling, rigging, texturing,
dynamics, keyframe animation (Maya), editing (Adobe Premiere), rendering,
compositing (After Effects), foley recording, directing, producing.



Mini-Wini (2008)

commercial

keyframe animation using Motionbuilder, layout
facial- and bodyanimation