

# Holger Wenzl

mail@holgerwenzl.com

+44 (0) 7463080805

www.holgerwenzl.com

## visual effects work:

*2014-now*

Lead Texture Artist at "Framestore" London

*2010-2014*

Texture Artist & LookDev TD at "Framestore" London

*2010*

Freelance Lighting/Lookdev Artist at "Blackmountain VFX"

Freelance Lighting/Lookdev Artist at "Ghost" Copenhagen

*2009-2010*

Freelance Generalist at "Red Vision" London

*2008-2009*

Surfacing Artist (texturing/shading/grooming) at „Animal Logic“ Sydney

*2008*

Freelance Ligthning/Compositing Artist at „RiseFX“ Berlin

*2005 - 2006*

Freelance Compositing Artist at „Frisbee Films“

*2007 - 2008*

Freelance Compositing Artist at „Gifted Films“

*2006*

Two month internship at „Framestore – CFC“ London doing compositing for commercials

*2001*

One year internship at „schacht 3d“ doing visualizations of architecture, webdesign, compositing of musicvideos

## lecturing work:

*2012-now*

new starter introductions into the texturing departement

various inhouse trainings for tools and workflows

## design work:

*2016*

layout, pictures & design for the cookbook

“MAMPF-Ein Jahr, ein Paar, ein Topf“

published by Hoffmann und Campe Verlag, Hamburg

## school:

*2003-2008*

Graduate in animation and visual effects at the Filmakademie Baden-

Wurttemberg / Institute of Animation, Visual Effects and Digital

Postproduction

*1999-2003*

Graduate in Mediainformatics at the University of Applied Sciences of Berlin

(TFH)

*1983-1998*

In-company-training and part-time vocational schooling as a architectural

draughtsman

Intermediate Secondary School

Primary School

## software skills:

*3D*

maya, 3d max, softimage

*2D*

nuke, after effects

*painting*

mari, mudbox, photoshop

## filmography:

2017

### **„Geostorm“**

lead texture artist  
Production: Framestore  
„Beauty and the Beast“  
senior texture artist  
Production: Framestore

### **„Jungle Book: Origins“**

senior texture artist  
Production: Framestore

2016

### **„Dr. Strange“**

lead texture artist  
Production: Framestore

2015

### **„The Martian“**

lead texture artist  
Production: Framestore  
\*Academy Awards, Nominated Best Achievement in Visual Effects  
\*BAFTA Awards, Nominated Best Special Visual Effects  
\*Visual Effects Society Awards, Nominated Outstanding Visual Effects in a Visual Effects-Driven Feature Motion Picture

### **„Avengers: – Age of Ultron“**

lead texture artist  
Production: Framestore

2014

### **“Guardians of the Galaxy”**

senior texture artist  
Production: Framestore  
\*Academy Awards, Nominated Best Achievement in Visual Effects  
\*BAFTA Awards, Nominated Best Special Visual Effects  
\*Visual Effects Society Awards, Nominated Outstanding Visual Effects in a Visual Effects-Driven Feature Motion Picture

### **“Robocop”**

lead texture artist & lookdev TD  
Production: Framestore

2013

### **“Gravity”**

senior texture artist  
Production: Framestore  
\*Academy Awards, Winner Best Achievement in Visual Effects  
\*BAFTA Awards, Winner Best Special Visual Effects  
\*Visual Effects Society Awards, Winner Outstanding Visual Effects in a Visual Effects-Driven Feature Motion Picture

### **“Ironman 3”**

senior texture artist  
Production: Framestore

### **“47 Ronin”**

senior texture artist  
Production: Framestore

2010

### **“Legend of the Guardians”**

grooming / texturing / shading  
90 min feature animation movie  
Production: Animal Logic / Warner Brothers

2009

### **“This is love”**

previz 90 min feature film, RED-Cam, 35mm,  
Production: RiseFX / Badlands Film, Kinowelt

### **“The Three Investigators and the Secret of Terror Castle”**

modelling / texturing / shading / lighting  
90 min, 35mm, feature film,  
Production: RiseFX / Studio Hamburg International Production (SHIP), Two Oceans Production (TOP)

2008

**„Die Patin“**

compositing  
3 x 90 min, 16mm, tv mini-series,  
Production: RiseFX / teamWorx, RTL

**„They will come to town“**

modelling / rigging / texturing / shading / lighting / compositing  
80 sec, HD, social spot  
Production: Filmakademie Baden-Württemberg  
\*VES Award 2010, Winner, Outstanding Visual Effects in a Student Project

**„Controlled Flight into Terrain“**

lead compositing artist / color correction  
50 min, HD, shot film,  
Production: Filmakademie Baden-Württemberg, Gifted Films

2007

**„Nimmermeer“**

lead compositing artist  
60 min, 35mm, film  
Production: Filmakademie Baden-Württemberg, Frisbee Films  
\*Honorary Foreign Film Award 2007, Academy of Motion Pictures Art and Science

2006

**„Sonne“**

set supervision / lead compositing artist  
25 sec, 35 mm, FIFA-Worldcup commercial,  
Production: ZDF (German Broadcast Station)

**„Kuhfo“ (ITFS-Trailer)**

concept, desing / modelling / rigging / animation  
6 x 10–20 sec, HD, trailer  
Production: Filmakademie Baden-Württemberg  
\*Selected work at Siggraph 2006

**„Blood Trails“**

lead compositing artist  
90 min, DV-Cam, feature film,  
Production: K5 Film München

2005

**„Orpheus“**

concept, design / lead compositing artist  
5 min, Polaroid, shot film,  
Production: Filmakademie Baden-Württemberg

2004

**„Goldfisch“**

modelling / animation / compositing  
10 min, 16mm, shot film,  
Production: Filmakademie Baden-Württemberg