

Marcel Knuedeler

Diplom-Designer fh
3D Animation & Vfx Artist

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curriculum vitae

working experience

5/2014-7/2014 Rise FX, Berlin

As a 3D Artist, I worked on the visual effects of “The Man From U.N.C.L.E” (directed by Guy Ritchie) and the tv series “The Borgias” Season 3.

7/2013-11/2013 Prophecy FX, Berlin

As a Vfx-Generalist and Composer I worked on several feature film, tv and image film projects.

6/2009-7/2012 DieCowboys, Nuremberg

As a 3D Generalist and Composer I produced image films and cinema advertisements for clients like Spielwarenmesse Nuremberg and Fraunhofer Institute

9/2008-4/2009 ARRI Vfx, Munich

As a Vfx Intern I worked on several Feature Films and Commercials.

6/2005-6/2006 Jangled Nerves, Stuttgart

As a Vfx and Animation Intern I worked for clients like Mercedes Benz, Baedeker Travelguides

education

10/2006-7/2012 Georg-Simon-Ohm University of Applied Sciences Nuremberg

Media Design Studies | Degree: Dipl.-Designer (fh)

projects

as vfx freelancer

2014	“The Man From U.N.C.L.E” (Director: Guy Ritchie)
2014	“The Borgias” Season 3
2013	“In einem wilden Land” (Director: Rainer Matsutani)
	“Die Spiegellaffäre” (Director: Roland Suso Richter)
	“CCTV Dialogue” Opening Sequence
2012	“Freiheitshalle Hof” Image Clip
2011	“Spielwarenmesse Nürnberg” Opener Pressconference Worldtour 2012
2010	“Spielwarenmesse Nürnberg” Opener Pressconference Worldtour 2011

as vfx intern

2009	“The Countess” (German: Die “Gräfin”) (R.: Julie Delpy)
	“Ob ihr wollt oder nicht!” (R.: Ben Verbong)
	“Die Rebellin” (R.: Ute Wieland)
	“Pope Joan” (German: “Die Päpstin”) (R.: Sönke Wortmann)

student projects (Direction, Screenplay, Animation, Editing, Compositing)

2014 "Tea Time" Animated Short, Diploma Thesis
2010 "Gone Fishin'" Animated Short

personal awards

2014 ADC Silver Nail (Tea Time)
2011 11. ki'ta:so Filmtage: 1st Place Audience Award (Gone Fishin')
2008 Medien-campus Bayern Special Award Best Music Video (Outbreak)

languages

German (native)
English (good in spoken and written)
French (un petit peu)

software knowledge

3D: Maya (+++) 3dsmax (++), Houdini (Basics)
Rendering: Mental Ray, Vray
Compositing: After Effects (+++), Photoshop (+++), Nuke (Basics)
Other: Deadline, Backburner, ZBrush, Mudbox, Premiere, Indesign, Illustrator, Vue