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Career Objective I'm a CG-generalist with comprehensive knowledge in all areas of 3D-Production. I possess in-depth knowledge and experience in modeling, rigging, animation and texturing, lighting, rendering, compositing and mel-scripting.

My ambition is to attain a responsible position in a creative production environment that gets me involved in the decision-making processes throughout the course of VFX-creation. I'd like to constantly develop my artistic and technical skills and to create the highest possible quality of visual effects.

## Work Experience

Duration	Position / Project	Client / Company	Responsibilities
From 07.2007	Senior Technical Director "Clone Wars" Full-CG TV-Series	Lucasfilm Animation Singapore	Lighting, Rendering and Compositing shots on the upcoming Clone-Wars Full-CG TV-series. Developing and maintaining tools and UI's for the TD-department.
03.2007 - 06.2007	Technical Director "Clone Wars" Full-CG TV-Series	Lucasfilm Animation Singapore	
08.2005 - 03.2007	Character Animator "Clone Wars" Full-CG TV-Series	Lucasfilm Animation Singapore	Animating characters and creatures on the upcoming Clone-Wars Full-CG TV-series.
03.2005 - 07.2005	CG-Artist TV-Commercials	Fin Design & Effects, Sydney, Australia	Working as a generalist in all aspects of 3D-creation on the production of tv-commercials for international clients.
04.2004 - 03.2005	Modeling Supervisor "X and I", Full CGI-Feature Film	Paprikaas Animation Studios, Bangalore, India; A.S.P. Roma, Italy	Supervising the modelling of characters, sets and props; maintaining a consistent high artistic and technical quality of the models and integrating them into the production pipeline.
02.2004 - 04.2004	Modeling, Texturing Artist "A Sound of Thunder", Feature Film	Black Mountain GmbH, Stuttgart, Germany	Modelling and texturing of photo-realistic set-extensions.
12.2003	Animator, Lighting Artist "Pepito", TV-Commercial	Fiftyeight 3D GmbH, Wiesbaden, Germany	Animation, lighting, splitting the shots in different render passes.
10.2003 - 11.2003	CG-Artist Architectural Visualization	Schreiber AG; Schreiber & Friends, Berlin, Germany	Modeling, texturing, rendering and compositing.
08.2003 - 09.2003	CG-Artist "conTENT", Architectural Visualization	HeidelbergCement AG; Schreiber & Friends, Berlin, Germany	Modeling, texturing, rendering and compositing.
03.2003 - 04.2003	CG-Artist "informationobjects", 3D-animated imagefilm	informationobjects AG, St.Gallen, Switzerland	Concept, modeling, texturing, animation, rendering, compositing and editing.
03.2002 - 05.2002	CG-Artist Industrial Visualization	Troester GmbH & Co KG, Hannover, Germany	Concept, modeling, texturing, animation, rendering, compositing and editing.
06.2000 - 07.2000	CG-Artist Industrial Visualization	Troester GmbH & Co KG, Hannover, Germany	Concept, modeling, texturing, animation, rendering, compositing and editing.
08.1999 - 09.2000	Graphics Artist for web- and multimedia solutions	Tricus Systemhaus GmbH, Dormagen, Germany	Creation of websites and multimedia applications, using Adobe Photoshop and Macromedia Flash

## Education

09.2000 - 09.2003	The German Film School, Berlin	Graduated with a diploma in animation.
08.1998 - 09.2000	FH-Düsseldorf, (University for Applied Sciences)	4 semesters "media techniques"
08.1997 - 09.1998	Alternative Service	
Untill 04.1997	Bettina von Arnim Gymnasium, Dormagen	Abitur (HSC)

## Skills

3D-Software	2D-Software	Languages
Maya ●●●	Photoshop ●●●	German ●●●
DeepPaint3D ●●●	Shake ●●●	English ●●●
Syflex 2.0 ●●●	combustion* ●●●	French ●●●
Zbrush 2 ●●●	After Effects ●●●	
Softimage XSI ●●●	edit* ●●●	Operating Systems
3ds max ●●●	Premiere ●●●	Linux
Minolta Vivid 700 ●●●	Matchmover Pro ●●●	Windows
3D-Scanner		


## Additional Skills

Modeling	Polygon- and Nurbs-modeling, good hard-surface modeling skills.
Texturing	Proficient in creating hi-res textures, using both 2D- and 3D Paint Applications (Photoshop/ DeepPaint 3D).
Rigging	Advanced rigging techniques like squash'n'stretch, expressions, utility nodes and automated setups, using MEL scripting.
Animation	Experienced and fast animator. Good understanding of the principles of animation, timing, weight...
Rendering	Experienced in working with Mental Ray/Custom Shaders, complex shading networks and Multipass Rendering for compositing/lighting purposes.
MEL Scripting	Writing custom tools and UI's, in order to optimize workflow and streamlining the production pipeline.

## Awards and Publications

Dronez	Sundance Online Film Festival 2004	Film nominated	Several awards and interviews on internet-sites like CGtalk, CGchannel, 3Dtotal, 3Dfestival and Alias.com
	International 3D-Awards 2003, Copenhagen	Film nominated in the category "Best Student Animation"	
	Animago Award 2003	Film won 1 <sup>st</sup> place in the category "Education/Animation/Science Fiction"	I'm also writing Maya-related articles and workshops for DIGITAL PRODUCTION, the leading German-language DCC magazine.
	Kurz & Schön Festival 2004, Cologne	Film won 3 <sup>rd</sup> place	
	Exposé 1 Artbook	Still image published	
The Gift	Animago Award 2003	Film won 1 <sup>st</sup> place in the category "Education/Compositing/Special Effects"	
Bokksakk	Animago Award 2003	Film won 1 <sup>st</sup> place in the category "Education/Animation/Super Short Film"	
	Animago Award 2003	Still image won 2 <sup>nd</sup> place in the category „Education/Still/ Creature“	
Voodoorama	Prix du Film d'Animation Vues d'Afrique, Canada	Film nominated	

**Demo Reel**  
Shot Breakdown

	Title	Tasks	Indicates my contribution to the shots, shown on my demo reel.	Software
	Hyundai Sonata	<ul style="list-style-type: none"> <li>Modeling</li> <li>Texturing</li> <li>Rigging</li> <li>Animation</li> </ul>	<ul style="list-style-type: none"> <li>Dynamics</li> <li>Lighting</li> <li>Rendering</li> <li>Matchmoving</li> </ul>	<ul style="list-style-type: none"> <li>Maya</li> <li>Photoshop</li> <li>Matchmover Pro</li> </ul>
	Mirinda Batman	<ul style="list-style-type: none"> <li>Modeling</li> <li>Texturing</li> <li>Rigging</li> <li>Animation</li> </ul>	<ul style="list-style-type: none"> <li>Dynamics</li> <li>Lighting</li> <li>Rendering</li> <li>Matchmoving</li> </ul>	<ul style="list-style-type: none"> <li>Maya</li> <li>Photoshop</li> <li>Matchmover Pro</li> </ul>
	Dronez	<ul style="list-style-type: none"> <li>Modeling of the robot,</li> <li>Texturing of the robot (parts)</li> <li>Animation of the robot (except scenes at the end of the reel)</li> </ul>	<ul style="list-style-type: none"> <li>Particle effects (when drone crashes down)</li> <li>Keying and Compositing of live-action scenes,</li> <li>Screen design</li> </ul>	<ul style="list-style-type: none"> <li>Maya</li> <li>DeepPaint3D</li> <li>Photoshop</li> <li>combustion*</li> </ul>
	Bokksakk	<ul style="list-style-type: none"> <li>Modeling</li> <li>Texturing</li> <li>Rigging</li> </ul>	<ul style="list-style-type: none"> <li>Animation</li> <li>Rendering</li> <li>Compositing</li> </ul>	<ul style="list-style-type: none"> <li>Maya</li> <li>DeepPaint3D</li> <li>Photoshop</li> <li>AfterEffects</li> <li>combustion*</li> <li>edit*</li> </ul>
	Inculta	<ul style="list-style-type: none"> <li>Modeling and Rigging of one of the main characters "Slim"</li> <li>Background/Prop modelling</li> </ul>	<ul style="list-style-type: none"> <li>Animation (except scene, when character kicks),</li> <li>Cloth setup and simulation</li> </ul>	<ul style="list-style-type: none"> <li>Maya</li> </ul>
	The Gift	<ul style="list-style-type: none"> <li>Modeling</li> <li>Texturing</li> <li>Rigging,</li> </ul>	<ul style="list-style-type: none"> <li>Rendering</li> <li>Compositing</li> <li>Editing</li> </ul>	<ul style="list-style-type: none"> <li>Maya</li> <li>DeepPaint3D</li> <li>Photoshop</li> <li>combustion*</li> <li>edit*</li> <li>Minolta Vivid 700 3D-Scanner</li> </ul>
	Pepito	<ul style="list-style-type: none"> <li>Animation</li> <li>Lighting</li> </ul>	<ul style="list-style-type: none"> <li>Rendering</li> </ul>	<ul style="list-style-type: none"> <li>Softimage XSI</li> </ul>
	HCF	<ul style="list-style-type: none"> <li>Matchmoving</li> <li>Modeling</li> </ul>	<ul style="list-style-type: none"> <li>Shading</li> <li>Rendering</li> </ul>	<ul style="list-style-type: none"> <li>Maya</li> <li>Photoshop</li> <li>Matchmover Pro</li> </ul>
	Visa	<ul style="list-style-type: none"> <li>Modeling</li> <li>Rigging</li> <li>Animation</li> </ul>	<ul style="list-style-type: none"> <li>Lighting</li> <li>Rendering...of the monkey's cg-hat.</li> </ul>	<ul style="list-style-type: none"> <li>Maya</li> </ul>
	Heat of Madness	<ul style="list-style-type: none"> <li>Director</li> <li>Editing</li> </ul>	<ul style="list-style-type: none"> <li>Compositing</li> </ul>	<ul style="list-style-type: none"> <li>combustion*</li> <li>edit*</li> </ul>



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To whom it may concern,

**RE: Manuel Macha**

Manuel Macha worked with us here at Fin Design and Effects from 16/3/05 to 8/7/05.

In my position as head of 3d at Fin I was Manuel's supervisor.

I can thoroughly recommend Manuel as an excellent Maya artist. He is very hard working and possesses very useful skills in many areas of the program. His modeling in particular is exceptional and he is able to turn around great geometry in a remarkably short amount of time.

I can also highly recommend him for animation tasks as he has a good eye for naturalistic movement.

His first attempt at animating any scene was always very close to the brief requiring only minor tweaks from then on.

When we employed Manuel we had to relocate him to Australia from overseas, but I am happy to report that his talent and dedication during his time at Fin left us with no regrets.

Stuart White  
Head of 3d  
Fin Design and Effects



Bangalore 11/02/05

**Letter of Recommendation – Manuel Macha**

Manuel Macha worked between April 2004 and March 2005 as a freelance CG-artist for "Shortcut", in co-operation with "A.S.P. Roma" on the production of the Full-CGI Feature Film "X and I". The work was carried out at "Paprikaas Animation Studios" in Bangalore/India.

During this period Manuel worked in the position of the movie's Modeling-Supervisor. In this key-role, he was responsible to supervise and organize the creation of the entire movie's models, such as characters, backgrounds and props. He led a core-team of around fifteen artists, which in peak periods increased to almost 30 modelers.

Manuel succeeded in delivering all models according to the production schedule and thereby maintaining a very high artistic and technical quality. Furthermore he showed exceptional problem-solving skills. I would also like to outline, that Manuel's ability to motivate his team was very valuable for the production.

He carried out all works to our complete satisfaction and showed great artistic talent and enthusiasm.

I hereby want to recommend Manuel Macha without restrictions of any kind to any potential future employer.

Yours sincerely,

Alex Santo  
CTO  
Paprikaas Animation Studios







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Jbannesstrasse 58 A, 70176 Stuttgart, Germany

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**Recommendation: Manuel Macha**

November, 04 2004

Manuel Macha worked as a freelance 3D-artist for Black Mountain GmbH on the film project "A Sound of Thunder".

He was responsible for modelling and texturing.

We were very impressed by his exceptional talent, skills and his ability to complete all the work in the assigned time. He invariably understands exactly the projects priorities, how to get it done effectively and to achieve the quality that is needed.

We, as well as our clients are very pleased with the final product.

I would also remark his great ability to intergrate himself into our production team.

He is one of the best 3D Modelling Artist that we have had the pleasure of working with!

I can unreservedly recommend Manuel to any prospective employer in the computer animation industry.

Yours sincerely,

Andreas Illenseer

Managing Director, Black Mountain



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**Recommendation for Manuel Macha**

20.12.2003

Manuel Macha worked for FIFTYEIGHT3D GmbH as a freelance animator on the production for a TV commercial called „Pépito | choco pépites“.

During this production, Manuel was mainly responsible for animation, but was later also involved in the lighting and rendering process. He accurately completed all tasks with good attention to detail and showed great attitude and desire to achieve the best possible result. Furthermore, he was able to adapt quickly to our studio's production workflow and software of choice.

We were very pleased with Manuel's work and consider to work with him in the future on further projects. Therefore we strongly recommend him.

Please do not hesitate to contact us, in case you would like to get additional informations about Manuel.

Siham Faddoul  
FIFTYEIGHT3D GmbH

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