

## HANNES APPELL

### ABOUT THE ARTIST

Hannes Appell was born in Erlangen, Bavaria on July 11th 1979. After his Abitur & alternative civilian service he worked as a games journalist, editor and post-production/graphics artist for Giga Games and NBC Europe in Düsseldorf. From 2003 to 2008 he studied animation & visual effects at the Institute of Animation, Baden-Württemberg Film Academy. Apart from his work as a classical digital artist and vfx supervisor for feature films, Hannes Appell loves to venture between the worlds of film and game technologies. He is currently finalising his diploma short film Motherland, teaching students at Stuttgart Media University, freelancing as a 3d artist and compositing guy and is brooding over next-gen video game designs.

### CURRENT OCCUPATION

Since 09/2008 Ludwigsburg, Germany	<b>Karl-Steinbuch-Scholarship</b> Project Leader: Exploring Infrared for Visual Effects
03/2009 – 06/2009 Stuttgart, Germany	<b>Stuttgart Media University   Lecturer</b> Seminar Title: Introduction to Visual Effects

### EDUCATION

02/2008 – 03/2009 Ludwigsburg, Germany	<b>Diploma Project   Animation and Visual Effects</b> Title: Motherland
10/2003 – 05/2008 Ludwigsburg, Germany	<b>Graduate Student Animation and Visual Effects</b> Institute of Animation, Visual Effects and Digital Postproduction Baden-Württemberg Film Academy Areas of Specialisation: 3d artist/Compositing/VFX
10/1999 – 09/2000 Erlangen, Germany	<b>Student of Computer Science</b> , Friedrich-Alexander-Universität Erlangen
07/1998 Erlangen, Germany	<b>High School Graduation (Abitur)</b> , Marie-Therese-Gymnasium Grade Point Average: 1.4 (on a scale from 1 to 4) Fields of Specialisation: Arts and Mathematics

## PROFESSIONAL EXPERIENCE

12/2006 – 04/2007 Stuttgart, Germany	<b>Digital Artist</b> Elektrofilm Post-Production Facilities 3d artist and compositor
2007 Ludwigsburg, Germany	<b>Freelance Artist (animated commercials)</b> Elastic Films 3d modelling, animation and compositing
01/2003 – 06/2003 Düsseldorf, Germany	<b>Post-Production/Graphics Artist/Cutter</b> , On-Air-Promotion-Department NBC Europe Creation of animated trailers and spots   development of customised commercials
10/2000 – 12/2002 Düsseldorf, Germany	<b>Trainee und Junior Editor</b> , NBC Europe Games journalist, co-host for the TV show Giga Games TV coverage of international game development

## SKILLS

Software Skills	After Effects, Boujou, Eyeon Fusion, Maya, PFtrack, Photoshop, Premiere Pro, Cryengine2, Sandbox2, Avid Xpress, Encore DVD
Production Skills	3d animation, 3d modelling, lighting, texturing, 2d/3d tracking, compositing, digital set extensions, vfx set supervision
Languages	German (mother tongue), English (fluent)

## SELECTED FILMOGRAPHY

2008	<b>concept + design + visual effects supervisor + lead artist</b> , MOTHERLAND (live action, cg animation hybrid) Diploma project   Institute of Animation, Visual Effects and Digital Postproduction
2008	<b>visual effects supervisor</b> , LYS (feature film, fantasy) Baden-Württemberg Film Academy
2007	<b>3d modelling + shading + lighting + compositing</b> , SUPER COMET – After the Impact (documentary fiction for ZDF, Discovery Channel US, France 2) Elektrofilm Post-Production Facilities, Stuttgart
2007	<b>3d modelling + compositing</b> (animated commercials) Elastic Films, Ludwigsburg

- 2006 **visual effects supervisor + lead artist**, DAS LEUCHTEN  
(live action, sci-fi)  
Baden-Württemberg Film Academy
- 2006 **concept + design + animation + compositing**, KUHFO  
(3d animated trailers)  
International Festival of Animated Film Stuttgart 06
- 2005 **story + design + animation + compositing**, THE DAY SHIT HAPPENED  
(3d animated short)  
Institute of Animation, Visual Effects and Digital Postproduction

### SELECTED AWARDS, FESTIVALS & LECTURES

#### MOTHERLAND (Diploma Project)

- Speaker at **FITA 08** in Angoulême, France | Title: Crossing borders in a digital world – using the power of Cryengine2 for film previz and set extensions
- Speaker at **Tech Talk hosted by Intel Corporation Siggraph 08** “Convergence of Game and Film Technology” | Title: Using real-time Cryengine2 for film previz and set extensions
- Speaker at **FMX Stuttgart 08** | Title: Motherland in real-time

#### LYS

- Winner of **Karl-Steinbuch-Scholarship** | Project Leader: Exploring Infrared for Visual Effects
- Speaker at **FMX Stuttgart 09** | Title: Widening the Spectrum: Using Infrared for Visual Effects

#### KUHFO

- Won **Animago 06 1<sup>st</sup> place** in the category “trailers/education”
- Speaker at **Computer Space Forum 07 Sofia, Bulgaria** | Title: Making-of KUHFO trailers
- Featured at **Siggraph 06** (Computer Animation Festival)
- Nominated at **Imagina 07**

#### THE DAY SHIT HAPPENED

- Selected for **Anney 06 and 07**
- Featured at **International Festival for Animated Film Stuttgart 06**
- Broadcasting rights bought by **Canal+ France and Canal+ Spain**