



Résumé - Lars Krüger
March 2009

in short

Lars Krüger (30), animator, Berlin, Germany
diploma in animation 2006 (HFF Potsdam)
freelance animator & 3D artist since 2005

complete

name	Lars Krüger
professional address	Glogauer Str. 6 10999 Berlin Germany +49 30 41767080 lars@giantlizard.de www.giantlizard.de
education	Animation Studies at the Film & Television Academy (HFF) "Konrad Wolf" Potsdam / Babelsberg, Germany university graduation with diploma in animation 2006
experience	working as freelance animator and 3D artist since 2005 see "professional experience" on next pages
awards	The "Dragon" Spot I created together with Saint Elmo's for Audible.de won gold at the iF communication design award 2007, silver from the DDC (German Designers Club) 2007 and an award as finalist at the New York festivals international Advertising Awards.
skills	knowledge of animation principles, anatomy and physics a lot of experience in character animation creativity and technical know-how
main software skills	Autodesk Maya (modeling, rigging, animation) Adobe Photoshop Adobe After Effects (complete list at www.giantlizard.de/skills.html)
languages	German (native) English (fluently speaking and writing)



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professional experience (selection)

- | | |
|---|--|
| KI.KA live
TV show
2009 | client: KI.KA
production: dyrdee Media GmbH & Co. KG
my job: 3D Motion-Graphics in two different titles of the kids TV show KI.KA live |
| Buddy
computer game
2008 / 2009 | production: Braingame Development GmbH
my job: Development of e human 3D cartoon character (low poly modeling and rigging), and animation of a puppy. |
| Flight / Night of Fancy
commercial
2008 | client: Anna Sui
production: 908video
my job: Design, modeling, rigging and animation as well as shading and lighting of a peacock made of glass for a commercial spot of the perfume brand Anna Sui. |
| jugendKULTur
television series
2008 | client: ZDF Infokanal
production: Silberfisch.tv
my job: Motion graphics, title design and mainly 2D animation of two clips, explaining the subject of the documentary episode. |
| Ninja Assassin
movie
2008 | client: Fünfte Babelsberg Film GmbH
production: Warner Bros. Pictures
my job: Virtual reconstruction of a filming location and previz. I also rigged and animated several characters to visualise an action sequence.
The film will be published in 2009. |
| Promisses of Love
television movie
2008 | client: ZDF
production: rise fx GmbH
my job: 3D animation of a photorealistic tiger for a ZDF television movie. In this Projekt I animated the character. |
| Vivissimo
mini series
2007 / 2008 | client: 3sat / Vivo
production: Silberfisch.tv
my job: 2D and 3D animation, editing, compositing of two short episodes of the series Vivissimo in the lifestyle magazine Vivo on german TV station 3sat. |



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professional experience (selection)

- The Red Corsair
computer game
2007
- client: Zeroscale GmbH & Co. KG
my job: Modeling and animation of various low poly characters for a multiplayer game prototype.
- Jonalu teaser and pilot
television series
2007
- client: scopas medien AG
my job: Character animation, testing and modeling for a childrens television series named Jonalu (not yet published).
Among other things my job was it to develop animation cycles and standard movements to define them for the rest of the production.
- ComBOTS - Looney Tunes
communication software
2007
- client: ComBOTS AG
agency: Moccu GmbH & Co. KG
my job: 3D recreation of four well known Warner Brothers characters for ComBOTS. My job included the complete modeling, shading, rigging and most of the character animation.
- Audible.de spot "Dragon"
commercial
2006
- client: Audible.de
agency: Saint Elmo's Campaign GmbH
my job: Animation of a dragon entirely made up of individual letters. My job was to create the complete visual content for the 30 second spot from technical development to the final rendering.
The spot won gold at the iF communication design award 2007, silver from the DDC (German Designers Club) and an award as finalist at the New York festivals international Advertising Awards.
- ComBOTS - Los Fuegos
communication software
2005 / 2006
- client: ComBOTS AG
agency: Moccu GmbH & Co. KG
my job: 3D recreation of five animal characters for ComBOTS designed by Moccu. My job included the complete modeling, shading, rigging and several minutes of character animation.
- Optik Anthem
music clip
2002
- client: Kool Savas
production: Daniel Weißbach
my job: 3D modeling, rigging and animation of a monster pig for the music clip "Optik Anthem" directed by Daniel Weissbach.



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teaching

seminar
HfBK Dresden
2008

At the University of Arts in Dresden I had the opportunity to teach 3D computer animation to a class of art students who had not come into contact with this technique before. In the intensive three week seminar we started with the absolut basics and in the end the students had the chance to realize their own projects.

projects during studies

Rhabarber Boy
short movie
2005 / 2006

I created flying reptiles for the short movie Rhabarber Boy by Ulu Braun. I designed, modeled, rigged, animated and shaded the creatures. They where later composited with collages and real life footage which was shot in HD.

Max Ophüls Preis
festival trailer
2003

I had the opportunity to make the festival trailer for the Max Ophüls Preis festival during my studies. The trailer is 1 min long and was printed on 35mm film. It was shown preceding every movie at the Max Ophüls Preis festival in Saarbrücken, Germany. My job included development, direction, modeling, animation, shading, rendering, effects and editing.

personal projects

The Elephant Fails
microseries
2006 / 2009

The Elephant Fails is my personal project. I hope to find the time to go on developing this microseries for which I have great passion.

Green Guy
learning project
2005

I created a character to learn more about character animation in Maya. I created a one minute animtion with sophisticated lighting and rendering.

Markenduell
short movie
2004

A two and a half minute short movie I directed and animated for my pre-diploma. It was printed on 35mm film.