

Anselm von Seherr – Thoss

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Experienced 3D Artist with expertise in Visual FX & Particle FX, Shading & Texturing, Digital Destruction, Dynamic and Fluid Simulation and Post Production in Hollywood.

Showreel and Breakdown

[3Delicious Showreel 2010-2](#)

[Shot Breakdown](#)

Summary of Qualifications

- Years of production experience in particle and fluid effects and Shading in Hollywood
- Particle Systems
- Photoreal Shading
- Dynamics & Fluid Simulation
- Post Production
- Ability to work towards tight deadlines
- Lecturing in all fields above

Technical Skills

- 3D Studio MAX
- Particle Flow Toolbox 1,2,3 (all on MASTER level)
- Photoshop
- RayFire (as artist and producer of the tool)
- Vray Renderer
- FumeFX
- Legacy Particles (built-in systems)
- Krakatoa
- Afterburn
- Glu3D (Fluid Solver)
- After Effects (Compositing)
- Digital Fusion (Compositing)
- Sony Vegas (Editing)

Professional Experience

[Spy Post VFX](#)

[Priest](#) (Feature Film)

Debris and destruction effects (metal, wood, dirt, sand) for a train crash using tools like FumeFX, AfterBurn, Krakatoa and the Particle Flow toolboxes

May. - June. 2010
Employee of Incendii

[Prime Focus VFX](#)

[The A-Team](#) (Feature Film)

Debris for a dogfight helicopter chase

Mar. - April. 2010
Employee

[Prime Focus VFX](#)

[Ridley Scott's Robin Hood](#) (Feature Film)

Additional particles and lighting and shading of bees (Brother Tuck Pub Attack)

Feb. - Mar. 2010
Employee

[Prime Focus VFX](#)

[Clash of the Titans - 3D](#) (Feature Film 3D Conversion)

Additional stereoscopic rain, debris and ember effects to support the 3D impression

Jan. - Feb. 2010
Employee

[Prime Focus VFX](#)

[James Cameron's AVATAR](#) (Feature Film)

Holotable R&D through Final, rotor wash, heat ripple, all kinds of landing/starting vfx

June - November 2009
Employee

[Prime Focus VFX](#)

[The Tree of Life](#) (Feature Film)

[R&D](#) for foliage/creature interaction setups

September 2009
Employee

[Prime Focus VFX](#)

[G.I. Joe: Rise of Cobra](#) (Feature Film)

Nanomite Explosions, additional Nanomites, fracturing, poison dissolve effects

Dec.'08 - May 2009
Employee

<u>Frantic Films</u> (now Prime Focus VFX) <u>Dragonball: Evolution</u> (Feature Film) Fire embers, lava spurts, fog, eruptions, lake evaporation	Since May 2008 Employee
<u>PMA – Pictorion Magma Animation / Das Werk</u> <u>Niko & The Way to the Stars</u> (Full CG Movie) Particle Flow Rigid Body Animations and Afterburn setups for an avalanche	March 2008 Freelance
<u>ACHT Frankfurt</u> <u>Opel Car Imagefilm</u> FumeFX and Particle setups for the entire film.	Dec. 2007-Feb. 2008 Freelance
<u>Pixomondo Images GmbH & Co. KG</u> <u>HUGO BOSS - ChinaOrangeClub Webspecial</u> Shading and Texturing with V-Ray and Photoshop.	August 2007 Freelance
<u>Turbo Squid Inc.</u> <u>Turbo Squid Siggraph Showreel 2007</u> (showed at their booth) Producer, Coordinator, Editor, VFX Artist.	June - July 2007 Freelance
<u>Black Mountain VFX GmbH</u> <u>CROWN Plaza Macau</u> TV Commercial featuring Chow Yun-Fat Shading and Texturing with V-Ray and Photoshop, Particle Flow System Setup for moving environment (cars, moving trees, street life) .	May 2007 Freelance
<u>Asia Games 2006 DOHA</u> TV Commercial Shading (V-Ray) and Texturing as well as Particle Flow System Setups.	August 2006 Freelance
<u>Clorox “Mermaids” & “Pirates”</u> TV Commercial Shading (V-Ray) and Texturing. Shader R&D in pre-productin.	June - July 2006 Freelance
<u>Mackevision / Gallery of Media Munich & Stuttgart</u> <u>Mercedes S-Class Imagefilm and several Prototype Viz., VFX for Mercedes</u> Shading (V-Ray) and Texturing of the entire car interior, FumeFX setups	Dec.2006 & Oct. 2007 Freelance
<u>Soulpix 3D Animation & Film</u> <u>Bethusy Film short: A Dumper tips over</u> Particle Flow System Setup for gravel and stones. FX TD for all shots.	April 2007 Freelance
<u>Combots AG “Football Masters” Characters</u> Shading and Texturing with V-Ray, Particle Flow and Afterburn System Setup for fire, smoke, foam and digital destruction such as shattering glas and bricks.	March 2007 Freelance
<u>SIGA AG - Mold Monster Commercial and several Printing Adds</u> FumeFX Simulation, Afterburn Simulation, Krakatoa renderings and Particle Flow System Setup for viscous liquids, slime, growing mold and explosions. VFX TD during Pre-Production.	February 2007 Freelance
<u>Toyota Auris Webspecial</u> Shading (V-Ray) and Texturing.	January 2007 Freelance
<u>Toyota Aygo “Cool Edition”</u> TV Commercial Shading (V-Ray) and Texturing of the costume.	September 2006 Freelance
<u>Se-Side - “This 1’s 4 U” Music Video</u> Shading (V-Ray) and Texturing of a city by nite for a virtual car race.	March 2006 Freelance
<u>Kate Hall - “Is there anybody out there” Music Video</u> Shading (V-Ray) and Texturing of the virtual stage.	December 2005 Freelance
<u>Nintendo DS – European Printing Adds</u> Shading (V-Ray) and Texturing.	November 2005 Freelance

[Several Projects onsite and remote](#)
Shading (VRay) and Texturing, Particle Flow System Setup as well as Compositing in AfterEffects and R&D

April - Oct. 2005
Freelance

6 month of Internship. Trainee as Shading/Texturing, VFX, Compositing Artist

Sept. 2004 – Mar. 2005
Trainee

[Homebase² GmbH](#)

[Dubai Studio City](#) – Architectural Visualisation

Shading and Texturing with VRay, Particle Flow and Afterburn System Setup for fire, explosions and smoke. Compositing of all VFX shots.

April - May 2006
Freelance

[Shams Abu Dhabi / Reem Island](#) – Architectural Visualisation

Shading and Texturing with VRay as well as Compositing of most of the shots.

Jan. - Feb. 2006
Freelance

Education and Training

- 23.08.2004 B.A. Media Design, Digital and Print, Certified Instructor

Awards

[ANIMAGO 2005 Rank 1: Education / Still / Vehicles](#)

[ANIMAGO 2006 Rank 2: Home / Still / Art](#)

Publications

[TurboSquid Turbo Training DVD: "PFlow Toolbox Office: Volume 1"](#)

[TurboSquid Turbo Training 2 Disc-DVD: "PFlow Toolbox Office: Volume 2"](#)

[CGHeute.de AVATAR Interview](#)

[Freelancer's Manifesto - A Collection of advices](#)

[Project Setup/Management and Quality Assurance for Small Business](#)

[Particle Flow Planting](#)

[PFlow Trajectory displayed with Splines](#)

[Procedural Carpaing in 3D and Compositing](#)

[Evemotion.org Exclusive Video tutorial series: Particle Flow for Packshots](#)

[Evemotion.org Exclusive Video tutorial series: Growing Gras with Particle Flow](#)

[Evemotion.org Exclusive Video tutorial series: Tree Proxy planting with Particle Flow](#)

Worth mentioning

I'm the producer of the very successful 3D Studio Max Plugin [RayFire](#) and responsible for Q&A as well as assisting with development decisions and raising it from the cradle of MaxScript to a full blown Plugin. We are happy that it was taken so well by the VFX community. Companies like BLUR, Blizzard, Rockstar, Ubisoft, Codemasters, Crytek, Sega, Boeing and even the US Military are our customers.