

Holger Wenzl

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visual effects work:

2014-now

Lead Texture Artist at "Framestore" London

2010-2014

Texture Artist & LookDev TD at "Framestore" London

2010

Freelance Lighting/Lookdev Artist at "Blackmountain VFX"

Freelance Lighting/Lookdev Artist at "Ghost" Copenhagen

2009-2010

Freelance Generalist at "Red Vision" London

2008-2009

Surfacing Artist (texturing/shading/grooming) at „Animal Logic“ Sydney

2008

Freelance Lighting/Compositing Artist at „RiseFX“ Berlin

2005 - 2006

Freelance Compositing Artist at „Frisbee Films“

2007 - 2008

Freelance Compositing Artist at „Gifted Films“

2006

Two month internship at „Framestore – CFC“ London doing compositing for commercials

2001

One year internship at „schacht 3d“ doing visualizations of architecture, webdesign, compositing of musicvideos

lecturing work:

2012-now

new starter introductions into the texturing department

various inhouse trainings for tools and workflows

design work:

2016

layout, pictures & design for the cookbook

“MAMPF-Ein Jahr, ein Paar, ein Topf“

published by Hoffmann und Campe Verlag, Hamburg

school:

2003-2008

Graduate in animation and visual effects at the Filmakademie Baden-

Wurttemberg / Institute of Animation, Visual Effects and Digital

Postproduction

1999-2003

Graduate in Mediainformatics at the University of Applied Sciences of Berlin

(TFH)

1983-1998

In-company-training and part-time vocational schooling as a architectural draughtsman

Intermediate Secondary School

Primary School

software skills:

3D

maya, 3d max, softimage

2D

nuke, after effects

painting

mari, mudbox, photoshop

filmography:

2017

„Geostorm“

lead texture artist
Production: Framestore
„Beauty and the Beast“
senior texture artist
Production: Framestore

„Jungle Book: Origins“

senior texture artist
Production: Framestore

2016

„Dr. Strange“

lead texture artist
Production: Framestore

2015

„The Martian“

lead texture artist
Production: Framestore
*Academy Awards, Nominated Best Achievement in Visual Effects
*BAFTA Awards, Nominated Best Special Visual Effects
*Visual Effects Society Awards, Nominated Outstanding Visual Effects in a Visual Effects-Driven Feature Motion Picture

„Avengers: – Age of Ultron“

lead texture artist
Production: Framestore

2014

“Guardians of the Galaxy”

senior texture artist
Production: Framestore
*Academy Awards, Nominated Best Achievement in Visual Effects
*BAFTA Awards, Nominated Best Special Visual Effects
*Visual Effects Society Awards, Nominated Outstanding Visual Effects in a Visual Effects-Driven Feature Motion Picture

“Robocop”

lead texture artist & lookdev TD
Production: Framestore

2013

“Gravity”

senior texture artist
Production: Framestore
*Academy Awards, Winner Best Achievement in Visual Effects
*BAFTA Awards, Winner Best Special Visual Effects
*Visual Effects Society Awards, Winner Outstanding Visual Effects in a Visual Effects-Driven Feature Motion Picture

“Ironman 3”

senior texture artist
Production: Framestore

“47 Ronin”

senior texture artist
Production: Framestore

2010

“Legend of the Guardians”

grooming / texturing / shading
90 min feature animation movie
Production: Animal Logic / Warner Brothers

2009

“This is love”

previz 90 min feature film, RED-Cam, 35mm,
Production: RiseFX / Badlands Film, Kinowelt

“The Three Investigators and the Secret of Terror Castle”

modelling / texturing / shading / lighting
90 min, 35mm, feature film,
Production: RiseFX / Studio Hamburg International Production (SHIP), Two Oceans Production (TOP)

2008

„Die Patin“

compositing
3 x 90 min, 16mm, tv mini-series,
Production: RiseFX / teamWorx, RTL

„They will come to town“

modelling / rigging / texturing / shading / lighting / compositing
80 sec, HD, social spot
Production: Filmakademie Baden-Württemberg
*VES Award 2010, Winner, Outstanding Visual Effects in a Student Project

„Controlled Flight into Terrain“

lead compositing artist / color correction
50 min, HD, shot film,
Production: Filmakademie Baden-Württemberg, Gifted Films

2007

„Nimmermeer“

lead compositing artist
60 min, 35mm, film
Production: Filmakademie Baden-Württemberg, Frisbee Films
*Honorary Foreign Film Award 2007, Academy of Motion Pictures Art and Science

2006

„Sonne“

set supervision / lead compositing artist
25 sec, 35 mm, FIFA-Worldcup commercial,
Production: ZDF (German Broadcast Station)

„Kuhfo“ (ITFS-Trailer)

concept, desing / modelling / rigging / animation
6 x 10–20 sec, HD, trailer
Production: Filmakademie Baden-Württemberg
*Selected work at Siggraph 2006

„Blood Trails“

lead compositing artist
90 min, DV-Cam, feature film,
Production: K5 Film München

2005

„Orpheus“

concept, design / lead compositing artist
5 min, Polaroid, shot film,
Production: Filmakademie Baden-Württemberg

2004

„Goldfisch“

modelling / animation / compositing
10 min, 16mm, shot film,
Production: Filmakademie Baden-Württemberg