

KAI SCHUBERT

Lead Senior 3D Artist/FX Artist



resume

WHO AM I

- Kai Paul Schubert
- 05.09.1971
- 0151/23013400
- kai@hardboiled-3d.de
- German and American citizenship
as well as a work permit for
Germany and the USA

Experience :

09/2017 - Today - Zerone South location Pforzheim
- Head of Location South / Lead Senior 3D Artist

04/2015 - 08/2017 - Harvest Postproduction Hamburg
- Head of 3D
- Establishment of the entire 3D internal department
- develop a new workflow for the 3D department

07/2007 - 03/2015 - Zerone Hamburg
- 3D Artist

02/2005 - 05/2007 - picture GmbH Hamburg
- Lead 3D Artist
- Establishment and management of the
3D department in Hamburg
- a division of the company Eder Repro Ostfildern

Experience :

05/2004 - 02/2005 - Eder Repro Ostfildern

- 3D Artist
- Establishment of the 3D department

02/2001 - 05/2004 - Freelancer / Teacher

- 3D Artist / Maya training
- Maya lectures at trade fairs for MacConcept
- Training at SAE School Frankfurt
- Maya training for employees in agencies

05/1999 - 02/2001 - DSB&K / Quadrato Frankfurt

- Developer / 3D Artist

Education :

2003 - 2004 - Gnomon School of Visual Effects, Games

and Animation in Los Angeles as a 3D Artist

1995 - 1998 - Machine construction mechanic / Mechanic for Tools

where do I come from...

MY STORY

- Since 1996 3D Artist for Print/Film
- Data preparation from various sources from the automotive and industrial sectors
- Developing new 3D workflows
- Modeling/Rigging/Shading and Animationen
- Studio/Ext/Int/Environment Lighting
- Soft/Hard Surface Modeling
- VFX

It all started with the program Infini-D and Strata Studio, later Electric Image Animation System and Power Animator, then came Maya 1.0 and my first borrowed SGI O2 Workstation.

My first job in 3D was at the advertising agency DSB&K in Frankfurt, where I worked as a Flash programmer and 3D artist.

I quickly realized that 3D needed my full attention so I became a freelancer as 3D Artist.

Through my collaboration with Mac Concept and Alias Wavefront, I became more and more involved as a teacher, giving lectures or teaching in schools and agencies.

Because of my family roots in the USA, I took the opportunity and went to the Gnomon School in LA and graduated as a 3D artist. After that, things happened in quick succession. I developed 3D workflows for several postal agencies and set up internal visualization areas and teams.

The field, Automotive Visualization, which was quite new at the time, was always characterized by many different challenges, be it 12 DVDs with Catia CAD data from my first Viano Van from MB Jobs, or setting up a render farm where you could render print resolutions, or modeling complex geometry when the CAD data was unusable or simply didn't exist.

what I use..

TOOLS

- Maya seit Version 1.0
- Houdini FX
- Photoshop
- PF Track
- MetalRay/Iray/Vray/Karma
- Zbrush
- Unreal
- Natron
- Logic
- etc.

Switching from existing render engines to new ones and adapting the existing workflow was also a part of my work and can still happen from time to time.

Also the construction of an asset management system in order to quickly realize full CGI projects, as well as the support

Also as a 3D artist on location for photo shoots was one of my rolls.

Of course, there are still challenges and innovations today that you shouldn't miss, such as the implementation of projects in Unreal or platform/software-independent file formats, which are very exciting.

Why the 3D area is so exciting for me is the constantly increasing quality and the possibilities to make projects further, bigger and faster. What took days years ago can now be done in hours.

I would be very happy to send you a complete PDF including my work from the last years.

Kai Schubert

Holger Wild

PORSCHE

- A 3 Week Shooting in LA
- A 3 Days NL / 2 Week Spain
- On Location 3D Supervision
- Coordination with the client
- Finalization in Hamburg
- Flyer / Kataloge / New Media
- Agency : Keko / Patrik Falter
- Client : Porsche AG / Jenny Frohloff
- Postproduction : Zerone



Holger Wild

PORSCHE





Holger Wild

PORSCHE



Markus Wendler

AUDI Q3

- Kataloge / New Media
- Agency : Kolle Rebbe Hamburg
- Client : Audi AG
- Postproduction : Zerone
- Part of the Job was Full CGI



Markus Wendler

AUDI Q3



Holger Wild

PORSCHE

- Porsche Shades of Color
- Agency : Grabarz&Partner
- Client : Porsche AG
- Postproduction : Zerone
- CD : Jasmin Lindhardt



Holger Wild

PORSCHE



Holger Wild

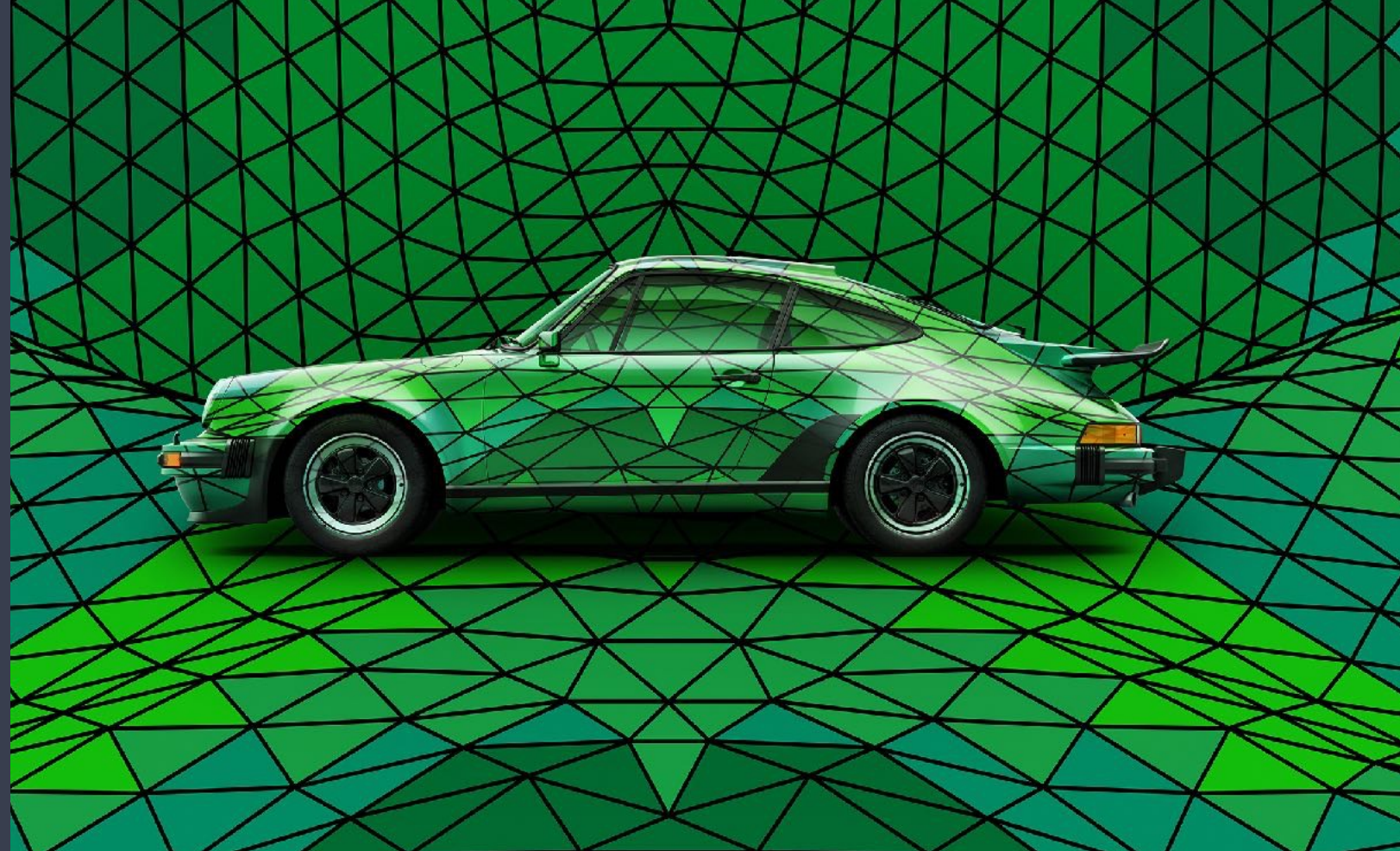
PORSCHE



75th anniversary

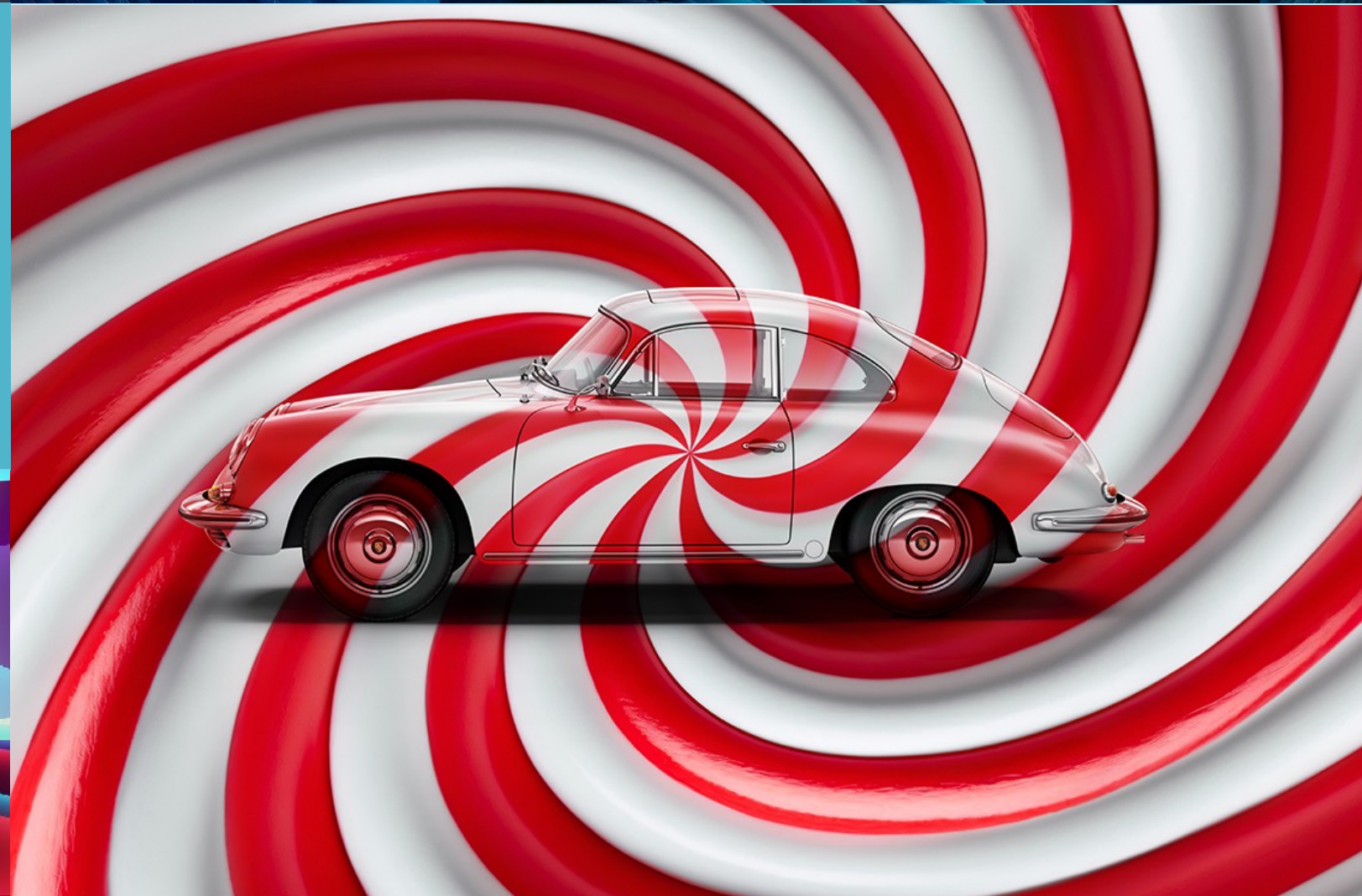
PORSCHE

- Driven by Dreams
- Agency : BBDO
- Client : Porsche AG
- Postproduction : Zerone
- LC : Jürgen Aigner



75th anniversary

PORSCHE



Full CGI [dodge.com](https://www.dodge.com)

DODGE

- Last Hemi V8 Release
- Agency : one team stellantis Dubai
- Client : Dodge USA
- Postproduction : Zerone
- AD : Oussama Elfouni
- Full CGI Project
- All done in Maya



Mats Cordt

SYMPATEX

- Job : Modeling Water Humans/ Objects also Splash with Water
- 5 Motifs
- Client : Sympatex
- Photographer : Mats Cordt
- Agency : Serviceplan
- Postproduktion : Zerone



Pininfarina Battista

WE! SHOOT IT

- Full CGI Projekt
- Concept, Creative Direction :
We! Shoot it
- Model : Elmar % Sevens
- Moving Images : We! Shoot it
- 4 Motive



Pininfarina Battista

WE! SHOOT IT





Thomas Strogalski

PORSCHE

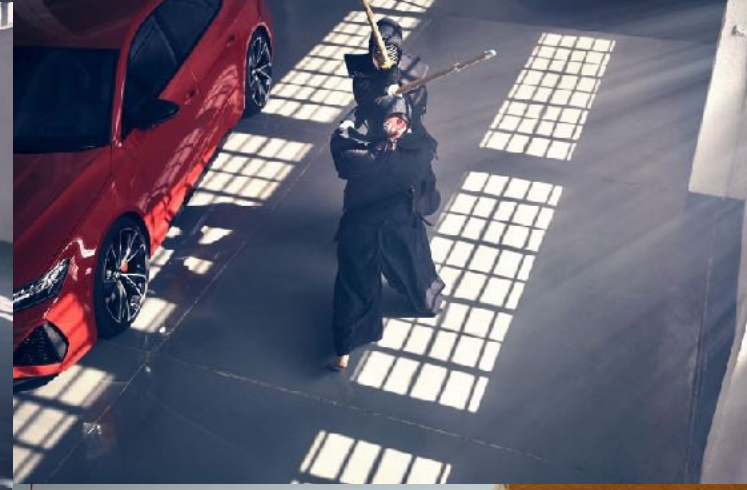




Marcus Wendler

G-KLASSE





MISC. JOBS.





MISC. JOBS.



Animation Project

MB GLK SPOT



- MB GLK Spot
- Agency : Zerone
- Client : MB
- Postproduction : Zerone
- Part of the Job was Full CGI
- Intro/Outro Full CGI
- My Part :
 - Car Prep/Rigging/Tracking
 - Modelling/Shading of all Full CGI Scene
 - Animation/Lighting/Rendering
- 00:07:07 - 00:07:18 Full CGI - Parkdeck & Auto are CGI
- 00:07:19 - 00:08:00 - Start/Stop Button Animation are CGI
- 00:10:05 - 00:11:02 Full CGI - Parking deck,BG & Car are CGI
- 00:11:15 - 00:12:00 Full CGI - Tunnels, buildings & Car are CGI
- 00:12:17 - 00:13:00 Full CGI - Tunnel & Car are CGI
- 00:15:09 - 00:17:08 Full CGI - Bridge, building, light & car are CGI
- 00:17:17 - 00:18:11 Full CGI - Tunnels, buildings & Car are CGI
- 00:18:12 - 00:19:01 Full CGI - Club entrance & Car are CGI
- 00:20:03 - 00:20:11 Full CGI - Tunnel & Car are CGI
- 00:20:22 - 00:21:06 Full CGI - Wheel Closeup is CGI
- 00:21:06 - 00:24:16 Full CGI - Parkdeck & Auto are CGI

Animation Project

AUDI TRNT

- Agency : Harvest Digital
- Client : Simon Puschmann
- Name: The Road not Taken
- Full Car Replacement
- Replacement of all Exterior Shots
- My Part :
 - Car Prep/Rigging
 - Tracking the Real Life Shots
 - Animation/Lighting/Rendering



MAKING OF

- Sympatex Print Motives
- Client : Sympatex



Perform better without sweat.

Je mehr Leistung, desto mehr Schweiß. Diese besser transportiert die Sympatex-Membran den Schweiß nach außen. Die Kleidung wird innen nicht feucht. Und man überhitzt sich nicht. Das Resultat: bester Tragekomfort für beste Performance.

www.sympatex.com

Ono Tex Standard 100

PTFE frei



- Mistreat The Street Print Motiv
- Client : Husqvarna



THE NEW NUDA 900.
RIDE THE ROAD HUSQVARNA-STYLE.



Summary

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Thank you for your attention and patience.

Kai Schubert