

YUHLMANN

Daniel S. Yuhlmann,
3D Character Animation

Berlin, Germany, January 2007

Resume:

2007: Freelancer 3D-Character Animation.

2006: Setting up the 3D-department and 3D-Visual-Effects-Operator for nhb studios berlin.

2006: Animation-Supervisor for QuadrigaFX, Berlin: TV-Series Pilot "The Moffels".

2006: Co-Founder of „VdAP - Verein deutscher Animations Produzenten“ (German Animation Producers Association).

2005: Expanding and moving the Company to Stuttgart, Germany as a GmbH.

2003-

2005: Range of Projects with "FrameDaniel's Berlin" for Clients from Film, TV and Industry (Jung von Matt, Markenfilm, DaimlerChrysler, Siemens, ...).

2003: Co-Founding the Post-Production "FrameDaniel's Berlin", Germany, together with Christian Frahm. 3D-Characteranimation, 3D-VFX, C.E.O.

2002: Freelancer 3D-Character Animation.

2000-

2002: Diploma "The German Film School", Berlin, emphasis on "Character Animation".

1996-

1999: Studying "Anglistics and Amerikanistics" TU Braunschweig.

1995: Abitur

1972: *

Projects (Excerpts):

- Theatrical Trailer "THX-Trailer -BMW Z4-"/ nhb Hamburg/ Lucasfilm USA, (Animation-Supervision, Character Animation).

- TVC "1&1 3DSL"/ nhb Berlin/Select Communications Berlin, (3D-VFX).

- TV-SeriesPilot "The Moffels"/ Digitrick Berlin, QuadrigaFX Berlin, (Animation-Supervision, Character Animation).

- TVC "Tekrum Mandelhörnchen"/ PostFactory Berlin/ Select Communications Berlin, (3D-VFX).

- Imagefilm "Schlafhorst"/ PureProductions Berlin&Frankfurt, (3D-Characteranimation, 3D-VFX).

- Kinospot "Blindenfußball"/ nhb Hamburg/ Markenfilm Hamburg, (Character Animation, 3D-VFX).

- TVC "NOAH"/ nhb Hamburg/Jung von Matt Hamburg, (Character Animation, 3D-VFX).

- TVC "SIEMENS SK65"/ PostFactory Berlin/Film Deluxe Berlin, (Character Animation, 3D-VFX).

- TVC "Pfanni-Maulwurf"/ Scheinfirma/Jung von Matt, (Character Animation).

I animate with Softimage|XSI, Autodesk **Maya** on Windows PC. The tool of my choice would be XSI, but with some time to adjust I animate with any **Curve-Editor**.