

Experience

Rubicon / G7

2010

The life and Adventures of Santa Claus

Previs / Layout supervisor

Radium
& ReelFx

2009

Ongoing 3D Animation, Lighting, VFX

2008

GMC Bridge Timelapse

PreVis, Animation, Lighting

Target "Satisfaction", "Essentials"

PreVis, Lighting, Texturing

2007

Taco Bell Cheesey Burrito Commercial

nChoit, Simulation, Animation

Ryobi/Home Depot Commercial

PreVis, Lighting, Animation, Rendering

2006

Burger King Squirrel Attack

Quadruped Rigging, Animation

New Deal Studios

2010

Subway Phelps land swimming

CG Debris+Dust VFX + Composite

ZoicStudios LA

2009

EA Army of Two Game Cinematic

Character Rigging

2008

SONY Playstation Metal Gear Game PreVis

PreVis, Rigging, Animation, Modeling, VFX, Lighting

GameFly Highly Acclaimed Commercials

PreVis/Layout, Rigging, Animation, Modeling, VFX, Lighting

Sight Effects

2007

Prada Trembling Blossoms

Camera Layout, MoCap, Rigging, Animation, Shading, PaintFX

CrackCreative

2005

Avatar Project 880 Viper Wolf SequencePreVis/Layout, Mocap, Virtual Production Pipeline
Modeling, Animation, Rigging, Stereo Convergence

LOGAN

2007

Konami MetalGearSolid 4 Intro Film Sequences

Particle/Fluids, Blastcode, VFX , PreVis

Saltmine

2006

Numb3rs Episode 309

3D Tracking, Texturing, Lighting, VFX(particles/Fluids/Blastcode)

NAU

2008

Network 3D Online Virtual Environment

VFX, PreVis, Look Dev

Picture Mill

2006

A Night at the Museum

3D artist, 3D Tracking, Modeling, Animation, Lighting

Warner Brothers
Feature Animation

2006

Astronaut Farmer, Invaders, Lake House

VFX, Lighting, PreVis

2003

Looney Tunes Back In ActionTechnical Director – Prop Modeling, Rigging, Animation,
Textures/Shader, Dynamic Effects, Final Lighting, Prelim Compositing

2001

8 Crazy Nights

Technical Director – Character Rigging, Animation of BG Characters

Crack Creative

2003-2004

Day After Tomorrow

PreVis, Modeling, Rigging, Animation, Layout

Pacific Title
& Art Studio

2003-2005

**FantasticFour, FlightPlan, XXX2, Mask II,
AeonFlux, Chronicles of Riddick, AMC**Lead 3D + VFX Supervising, Modeling, Animation
Fluid/Particle Effects, Texturing/Shading, Lighting

Stargate Films

2002-2003 **Helen of Troy, Twilight Zone, E.R., CSI-Miami, Fastlane, Charlies Angels, CSI**
Responsible for every phase of production, animation + VFX

2001-2002 **Fastlane, Carrie, CSI Feature/TV Credits**
Lead CG Artist – Modeling, Rigging, Animation, VFX

Neo Art & Logic

2002 **Halloween 8, Dracula 2000, Hansel & Gretel**
Animation, Compositing, VFX

Paramount Pictures

1999 **South Park Feature** South Park – bigger, longer and uncut
Technical Direction, Layout, Animation, Compositing – Modeling, Rigging, Animation using Alias PowerAnimator, Comp in Alias Composer

Dreamquest Images

1997-1998 **Deep Rising, Kundun, Mighty Joe Young, Jungle to Jungle**
CG Artist - Compositing

Available Light Ltd.

1995-1996 **Bordello of Blood, Escape from L.A, The Craft, The Arrival**
VFX animator – Hand-drawn Special Effects animation, Rotoscoping, Digital Effects

Activision

1993-1994 **MechWarrior II - the Clans**
3D Animation

Education

2005 **Gnomon School of Visual Effects**
Various Maya courses – Dynamic Effects, Modeling, Lighting, Rendering

1993 **CALARTS – California Institute of the Arts**
B.A . in Character Animation – Minor in World Music
*Teachers aid for Alias+Wavefront IRIS lab

1989 **Palomar College**
Art, Design + illustration

Skills

Maya Highly Experienced PreVis, Modeling, Texturing, Rigging, Animation, Dynamics(Particles, Fluids, nCloth), Shading, Lighting, Rendering

MotionBuilder in depth knowledge of Charactor Setup, Animation, Mocap

Z-Brush + MudBox Modeling, Displacement mapping, Texturing

Boujou + MatchMove Highly Experienced in 3D tracking

Mental Ray, Glu3D, Syflex, RealFlow, Stroika, Shave, RenderMan(slim), BlastCode, Nuke, Alias PowerAnimator8.5, 3D Equalizer, Max8, Z-paint, DeepPaint, Shake 3.5, AfterEffects, Combustion, BodyPaint,PhotoShop, Composer, Elastic Reality

Character Design, Storyboarding, Scene Layout
Hand drawn Character + Effects Animation

Organizations

M.P.S.C. Union Local 839, Siggraph, LAMRUG,
CG-Society, Sangeet, TerraByte, L.A.V.A

References

Recommendations can be found at...
<http://www.linkedin.com/in/karlfornder>
Phone numbers available on request

References

available @ [linkedin.com/in/karlforlander](https://www.linkedin.com/in/karlforlander)

"Karl is a solid animator, and is able to take direction extremely well, as well as putting forth his own creative energy for the project at hand. Good guy!" July 6, 2007
Top qualities: Great Results, Personable, Creative
Dariush Derakhshani
hired Karl as a Character Animation in 2007

"Karl Fornander has a strong skill set and great work ethic. He's hard working, dedicated and very experienced. His collection of talents extends well beyond the animation and visual effects industry. He's an all around artist and craftsman. Karl is one of the best team members I've ever worked with and consistently maintains an upbeat attitude." September 22, 2008
Corey Hels, Technical Director, Warner Brothers
worked directly with Karl at Warner Bros Feature Animation

"Karl was great to work with because he always maintained his attitude that the work could never be good enough. He would strive to find solutions to technical problems that would enable the job to go as far as possible. I've worked with Karl several times and he always brought a passion and focus to the projects. He is not afraid to try new techniques and can bring his years of experience to the table to proactively solve the task at hand." March 12, 2009
Neil Ingram, Producer, SightEffects
managed Karl at sight effects inc.

"Karl is an excellent employee and was a great hire at Warner Brothers. At the time, we were on a small show that had a lot of varied 3d needs. Karl was able to come in and be up and running with no hand holding while tackling a number of complicated tasks such as particle work, look/dev, and animation. He had very little support, but he is a self starter and managed to get his work through in a short period of time. I love working with Karl and I look forward to doing so again in the future! Jeffrey" January 28, 2009
Jeffrey Baksinski, CG Supervisor, Warner Bros Feature Animation
managed Karl at Warner Brothers

"Karl is a very creative asset to any team. He works well with fellow artists and seeks the best solutions to difficult conceptual problems. He is also fun to work with." February 3, 2009
Robert Konuch, Lead Artist, CSI:Crime Scene Investigation Stargate Films
managed Karl indirectly at Stargate

"Dedicated and talented artist. Looking forward to work with again!" February 8, 2008
Paolo Ziemba, Previs Artist, Crack Creative
worked directly with Karl at Crack Creative

"Karl was exactly the sort of highly skilled 3d generalist that we needed to complete our project. Frequently, we will need to spend time learning a freelancer's particular strengths, not so with Karl. He has a wide range of knowledge and keen eye for detail, and was productive from the very start. He is also extremely reliable and easy to work with, and he helped us successfully deliver, despite short deadlines and last minute changes." January 29, 2009
Jon Block, 3d Animator, Picture Mill
managed Karl at Picture Mill

"Karl brings a great imagination for solving problems to his work, and he is a talented and solid artist that can get shots done. Plus, he's not afraid to try new things, which helps keep him both up-to-date and entertaining to work with." February 17, 2009
Robin Scher, Freelance Maya Artist, Sight Effects
managed Karl indirectly at sight effects inc.

"Karl is a talented animator and a great guy to work with. His knowledge of Maya is wide and he is good at problem solving." February 13, 2008
Top qualities: Great Results, High Integrity, Creative
jason mortimer
hired Karl as a CG Animation in 2008

"Karl is a great guy. He is very enthusiastic about his work. Most people could stand to learn a thing or two by working directly with him." April 8, 2009
Andrew McMasters, 3D generalist, Freelance
worked directly with Karl at NAU