

Experience

Rubicon Animation	2010	<a href="#">The life and Adventures of Santa Claus</a> Previs + Layout supervisor
Radium & ReelFx	2006 -- --- 2011	3D Previs, Animation, Lighting, VFX many spots including.... <a href="#">GMC</a> Bridge Timelapse PreVis, Animation, Lighting <a href="#">Target</a> "Satisfaction", "Essentials" PreVis, Lighting, Texturing <a href="#">Taco Bell</a> Cheesey Burrito Commercial nChoit, Simulation, Animation <a href="#">Ryobi/Home Depot</a> Commercial PreVis, Lighting, Animation, Rendering <a href="#">Burger King</a> Squirrel Attack Quadruped Rigging, Animation
SuperFad	2010	CG Supervision
New Deal Studios	2010	<a href="#">Subway</a> Phelps land swimming CG Debris+Dust VFX + Composite
ZoicStudios LA	2009	<a href="#">EA Army of Two</a> Game Cinematic Character Rigging
	2008	<a href="#">SONY Playstation Metal Gear</a> Game PreVis PreVis, Rigging, Animation, Modeling, VFX, Lighting <a href="#">GameFly</a> Highly Acclaimed Commercials PreVis/Layout, Rigging, Animation, Modeling, VFX, Lighting
Sight Effects	2007	<a href="#">Prada</a> Trembling Blossoms Previs / Layout, MoCap, Rigging, Animation, Shading, PaintFX
CrackCreative	2005	<a href="#">Avatar</a> Project 880 Viper Wolf Sequence PreVis/Layout, Mocap, Virtual Production Pipeline Modeling, Animation, Rigging, Stereo Convergence
LOGAN	2007	<a href="#">Konami MetalGearSolid 4</a> Intro Film Sequences Particle/Fluids, Blastcode, VFX , PreVis
Saltmine	2006	<a href="#">Numb3rs</a> Episode 309 3D Tracking, Texturing, Lighting, VFX(particles/Fluids/Blastcode)
NAU	2008	<a href="#">Network</a> 3D Online Virtual Environment VFX, PreVis, Look Dev
Picture Mill	2006	<a href="#">A Night at the Museum</a> 3D artist, 3D Tracking, Modeling, Animation, Lighting
Warner Brothers Feature Animation	2006	<a href="#">Astronaut Farmer, Invaders, Lake House</a> VFX, Lighting, PreVis
	2003	<a href="#">Looney Tunes Back In Action</a> Technical Director – Prop Modeling, Rigging, Animation, Textures/Shader, Dynamic Effects, Final Lighting, Prelim Compositing
	2001	<a href="#">8 Crazy Nights</a> Technical Director – Character Rigging, Animation of BG Characters
Crack Creative	2003-2004	<a href="#">Day After Tomorrow</a> PreVis, Modeling, Rigging, Animation, Layout
Pacific Title & Art Studio	2003-2005	<a href="#">FantasticFour, FlightPlan, XXX2, Mask II, AeonFlux, Chronicles of Riddick, AMC</a> CG + VFX Supervising, Modeling, Animation Fluid/Particle Effects, Texturing/Shading, Lighting

Stargate Films	2002-2003	<a href="#">Helen of Troy</a> , <a href="#">Twilight Zone</a> , <a href="#">E.R.</a> , <a href="#">CSI-Miami</a> , <a href="#">Fastlane</a> , <a href="#">Charlies Angels</a> , <a href="#">CSI</a> Responsible for every phase of production, animation + VFX
	2001-2002	<a href="#">Fastlane</a> , <a href="#">Carrie</a> , <a href="#">CSI</a> Feature/TV Credits Lead CG Artist – Modeling, Rigging, Animation, VFX
Neo Art & Logic	2002	<a href="#">Halloween 8</a> , <a href="#">Dracula 2000</a> , <a href="#">Hansel &amp; Gretel</a> Animation, Compositing, VFX
Paramount Pictures	1999	<a href="#">South Park Feature</a> South Park – bigger, longer and uncut Layout, Technical Direction, Animation, Compositing – Modeling, Rigging, Animation using Alias PowerAnimator, Comp in Alias Composer
Dreamquest Images	1997-1998	<a href="#">Deep Rising</a> , <a href="#">Kundun</a> , <a href="#">Mighty Joe Young</a> , <a href="#">Jungle to Jungle</a> CG Artist - Compositing
Available Light Ltd.	1995-1996	<a href="#">Bordello of Blood</a> , <a href="#">Escape from L.A.</a> , <a href="#">The Craft</a> , <a href="#">The Arrival</a> VFX animator – Hand-drawn Special Effects animation, Rotoscoping, Digital Effects
Activision	1993-1994	<a href="#">MechWarrior II - the Clans</a> 3D Animation

## Skills

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

**MotionBuilder** in depth knowledge of Character Setup, Animation, Mocap

**Z-Brush + MudBox** Modeling, Displacement mapping, Texturing

**Boujou + MatchMove** Highly Experienced in 3D tracking

Mental Ray, Vray, 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/karlfornander>

Phone numbers available on request

## References

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

---

"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

Dariusz 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