

**Experience**

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| TheThridFloor                        | 2016       | <b>Marvel Films</b><br>PreVis + TechVis + PostVis   |
| MPC<br>-Virtual                      | 2016       | <b>Virtual Reality Content</b><br>Various projects  |
| Halon<br>Entertainment               | 2014-2016  | <b>"Alice Through the Looking Glass" + "The Force Awakens"</b><br>Previs / Layout + Postvis   |
| Ants Animation<br>-Shenzhen          | 2015       | <b>Feature Film " Dofu " and short film " Moon"</b><br>Supervising previs iand CG consultant in Shenzhen, China   |
| MPC<br>LA / London                   | 2014-2015  | <b>Feature Film Project "The Jungle Book " " TRU "</b><br>Previs + TechVis + Layout   |
| Proof-inc<br>Marvel                  | 2013-2014  | <b>Marvel Feature Visual Effects - "FullTilt" / "Guardians"</b><br>Previs / Postvis Artist  |
| Disney Toons                         | 2013       | <b>Feature Animation - Tinkerbell 5 " Pirates"</b><br>Lead Previs Artist / Layout Artist  |
| Technicolor<br>-Bangalore            | 2012       | <b>Feature Animation</b><br>Previs/Layout Supervisor for Technicolor, Bangalore, India.   |
| Rubicon Animation<br>-RGH Jordan     | 2010       | <b>Feature Animation - The life and Adventures of Santa Claus</b><br>Previs + Final Layout Supervisor for RGH, Amman, Jordan  |
| Crack Creative                       | 2005       | <b>Avatar - Pre-Production Previs + Rough Layout</b><br>Project 880 Viper Wolf Sequence<br>Lead PreVis Artist, Mocap, Virtual Production Pipeline<br>Modeling, Animation, Rigging, Stereo Convergence |
| Radium<br>& ReelFx                   | 2006 -2011 | <b>GMC, Target, Taco Bell, Burger King, Pepsi, Home Depot + more.</b><br>Previs, Animation, Rigging, Modeling, Texturing Lighting, VFX, Comp  |
| Crack Creative                       | 2003-2004  | <b>Day After Tomorrow</b><br>Lead PreVis Artist, Modeling, Rigging, Animation, Layout   |
| SüperFad                             | 2010       | <b>CG Supervision commercials. SüperFad in Seattle</b>  |
| New Deal Studios                     | 2010       | <b>Subway commercial -Phelps land swimming</b><br>CG Debris+Dust VFX + Composite  |
| Zoic Studios LA                      | 2009       | <b>EA Army of Two -Game Cinematic</b><br>Character Rigging  |
|                                      | 2008       | <b>SONY Playstation Metal Gear -Game PreVis</b><br>PreVis, Rigging, Animation, Modeling, VFX, Lighting  |
|                                      |            | <b>GameFly Highly Acclaimed Commercials</b><br>PreVis/Layout, Rigging, Animation, Modeling, VFX, Lighting   |
| Sight Effects                        | 2007       | <b>Prada ~Trembling Blossoms~</b><br>Previs / Layout, MoCap, Rigging, Animation, Shading, PaintFX   |
| LOGAN                                | 2007       | <b>Konami MetalGearSolid 4 Intro Film Sequences</b><br>Particle/Fluids, Blastcode, VFX , PreVis   |
| Saltmine                             | 2006       | <b>Numb3rs Episode 309</b><br>3D Tracking, Texturing, Lighting, VFX(particles/Fluids/Blastcode)   |
| NAU                                  | 2008       | <b>Network 3D Online Virtual Environment</b><br>VFX, PreVis, Look Dev   |
| Picture Mill                         | 2006       | <b>Commercials and Film Tittles</b><br>3D artist, 3D Tracking, Modeling, Animation, Lighting  |
| Warner Brothers<br>Feature Animation | 2006       | <b>Astronaut Farmer, Invaders, Lake House</b><br>VFX, Lighting, PreVis  |
|                                      | 2003       | <b>Looney Tunes Back In Action</b><br>Technical Director – Prop Modeling, Rigging, Animation,<br>Textures/Shaders, Dynamic Effects, Final Lighting, Prelim Compositing                                |
|                                      | 2001       | <b>8 Crazy Nights</b><br>Technical Director – Character Rigging, Animation of BG Characters   |

### Pacific Title & Art Studio

2003-2005 **FantasticFour, FlightPlan, XXX2, Mask II, AeonFlux, Chronicles of Riddick, AMC**  
CG + VFX Supervisor, Modeling, Animation  
Fluid / Particle Effects, Texturing / Shading, Lighting, + Composite

### Stargate Films

2001-2003 **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**  
Layout, Technical Direction, 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, Animation, Rigging  
1993 **CALARTS – California Institute of the Arts**  
Film School BFA Program - Character Animation –  
Minor in Experimental Animation and World Music Programs  
Teachers aid for Alias+Wavefront IRIS lab  
One of only five accepted into Computer Animation Program in 1992  
1989 **Palomar College**  
Art, Design and illustration

### 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 + SynthEyes** - 3D tracking

**Unity 3D + Unreal game engine**

**Nuke** - Intermediate to advanced compositing experience

**3DS MAX + Softimage + Houdini** - competent and gaining skill

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

Character Design, Storyboarding, Scene Layout

Hand drawn Character and Effects Animation

### Organizations

M.P.S.C. Union Local 839, Siggraph, LAMRUG,  
CG-Society, Sangeet School of World Music, TerraByte, L.A.VA  
Landmark Forum, Bay Mountain Wing Tsun

### References

**Recommendations can be found at...**  
<http://www.linkedin.com/in/karlfornander>

## References

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

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"Karl was my Layout Supervisor in Technicolor India. We worked together for a project. During that time, he proved to be incredibly helpful and knowledgeable. He always had an efficient strategy lined up to make our work go smoothly and was excellent in communicating his ideas to the rest of the team. I learned from him even when he wasn't training me. I heartily recommend Karl and would be only too happy to work with him again." September 10, 2012 --Babulu George Team Leader ( Animation & Layout) Technicolor India

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"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

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"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

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"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.

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"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

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"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

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"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

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"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

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"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.

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"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

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"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