

VFX Supervisor, Pipeline Developer, Digital Artist

Axel Mähler

axel@joint-action.de

Professional Activities

2012 - 2015

2004 - 2012

1994 - 2004

Skills

Maya

Nuke

Python

Pipelining

Education

Diploma

Lecturing

Professional Activities

December 2015



Pipeline Development
DAYWALKER Studios, Cologne
Maya Hair Alembic Workflow

Sept. 2015 – Oct. 2015



Pipeline Development
DAYWALKER Studios, Cologne
Tactic Database driven Nuke Workflow

June 2015 - Sept. 2015



Pipeline TD
Caligari Film- und Fernsehproduktion, Munich
Feature: *Ritter Rost II*

May 2015 – June 2015



Pipeline Consulting
MACKEVISION, Stuttgart
Pipeline Concept and Development Estimate

July 2014 - Oct. 2014



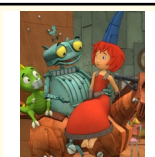
Pipeline TD
Traffix Entertainment, Stuttgart
TV Series: *Der kleine Drache Kokosnuss*

Sept. 2013 - Feb. 2014



Pipeline TD
Traffix Entertainment, Stuttgart
Feature: *The Little Dragon Coconut*

Feb. 2013 - Aug. 2013



CG Supervisor
Traffix Entertainment, Stuttgart
TV Series: *Ritter Rost*

Nov. 2012 – Jan. 2013



Pipeline Development
DAYWALKER Studios, Cologne
Tactic Database driven Maya Workflow

Professional Activities

Apr. 2012 - May 2012



Rigger

Pixomondo, Frankfurt

Feature: *The Amazing Spider-Man*

Aug. 2011 - Nov. 2011



Pipeline TD

Pixomondo, Frankfurt

Shotgun Database driven Maya Workflow

Jan. 2010 – Sept. 2010



VFX Supervisor

DAYWALKER Studios, Cologne

Teaser: *Der Faust im Nacken*

Mar. 2009 - Dec. 2009

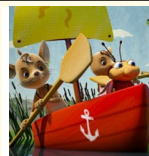


VFX Supervisor

scopas medien, Berlin

Feature: *Das Sandmännchen*

July 2008 - Feb. 2009



CG Supervisor

scopas medien, Berlin

TV Series: *JoNaLu*

Nov. 2007 - Jan. 2008



CG Supervisor

Elektrofilm, Stuttgart

Feature: *The Rainbow Maker*

Apr. 2005 - July 2007

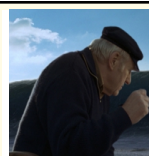


CGI Supervisor

CA Scanline, Munich

Feature: *Lissi und der wilde Kaiser*

Oct. 2004 - Jan. 2005



CG Supervisor

Elektrofilm, Stuttgart

TV Feature: *Tsunami*

Professional Activities

Nov. 2003 - July 2004

**VFX Supervisor**

QiX, Cologne

Feature: *A Sound of Thunder*

Apr. 2003 - Oct. 2003

**Technical Director**

Peter Kaboth, Cologne

Short: *Fallen*

Feb. 2002 - July 2002

**VFX Supervisor**

QiX, Cologne

Feature: *Baby Geniuses 2*

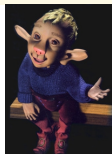
June 1999 - Feb. 2000

**CG Supervisor**

Digital Renaissance, Oberhausen

Feature: *The little Vampire*

Dec. 1997 - July 1998

**Technical Director**

High Definition Oberhausen

TV Feature: *Typisch ED*

Apr. 1997 - Oct. 1997

**3D Department Supervisor**

High Definition Oberhausen

Feature: *Tarzan and The lost city*

Dec. 1996 - Feb. 1997

**2D Artist**

High Definition Oberhausen

Feature: *Jungle Book II*

Jan. 1994 - Apr. 1996

**Software Developer**

Academy of Media Arts, Cologne

Realtime 3D Puppeteering

Maya

Experience

Senior level Generalist using Maya since 1998 (first version release). Familiar to all native Modules, including Mental Ray.

Focused on

Rigging, Simulation, Shading FX and Render Techniques.

Scripting

Excellent knowledge of MEL and Python API. Primarily using PyMEL and native Maya UIs.

Nuke

Experience

Well grounded in Compositing Techniques. Using Nuke since 2010.

Focused on

Combination of 3D-Render and 2D-Compositing Techniques.

Scripting

Good knowledge of Python API and native Nuke UIs.

Python

Experience

Development of Python Pipeline Applications since 2008.

Database

Familiar to Database APIs like MySQL, Shotgun or TACTIC.

Server

Well grounded in setting up simple Server, e.g. using XML-RPC Module.

PyQt

Excellent knowledge of Model-View Concept, Phonon Media and Network Modules.

Pipelining

2010

Development start of my own Pipeline. Recent major features are:

TACTIC

Database and HTTP Server managing Asset, Shot, Task and File tracking. Production Files will be checked-in and can be downloaded.

Maya Scene

Open, Save and Reference is based on TACTIC File naming convention.

Maya Tagging

Custom Attributes are used to store Pipeline related information. Artists are managing Task related Tags which are driving the Pipeline behaviour.

Maya Publish

Task based check lists and content rebuild. Version and major Production File check-in. ZIP Archives are used distribute related Files.

**Maya Keyframes,
Alembic**

Animation can be exported as baked Animation-Curves or Alembic-Cache File per Asset. Alembic will be merge imported.

Rendering

Files will be identified by TACTIC using Shot Task or Layer name.

Nuke Script

Open, Import and Save is based on TACTIC File naming convention.

**Nuke Image
Read, Write**

Read Nodes can be created or updated based on Rendering. Write Nodes will automatically updated based on Nuke Script Save.

Python Qt

A collection of TACTIC Tools is providing UIs to update Production Files (download) or create Assets, Shots, Tasks and Reports. An Asset Breakdown UI is managing the Asset in Episode, Scene and Shot usage.

Diploma

1993



Computer Science

TU Dortmund University, Germany

Focused on: efficient Programming, Computer Graphics

Lecturing

Oct. 2014 - Nov. 2014



Lecturer

University of Applied Sciences, OWL

CGI Workshop

Mar. 2012 - July 2012



Lecturer

University of Applied Sciences, Cologne

CGI Workshop

Mar. 2011 - July 2011



Lecturer

University of Applied Sciences, Cologne

CGI Workshop

Mar. 2010 - July 2010



Lecturer

University of Applied Sciences, Cologne

CGI Workshop

Sept. 2008 - Jan. 2009



Lecturer

Fresenius University, Cologne

VFX Seminar