

Jakob Welner

jakob@welner.dk

<http://www.jakob.welner.dk> – Skype: [jakobwelner](#)

EU Citizen, Native of Denmark

Summary:

- ◆ 3D Character Animator
- ◆ Tools and pipeline R&D @ Windows / Linux
- ◆ Animation Technical Directing

Work Experience Overview:

<i>Year</i>	<i>Job</i>	<i>Project Type</i>	<i>Company</i>
2011	Character Animator	VFX Feature: - John Carter	<u>Double Negative</u>
	Lead Animator	Commercial: Vodafone Freebees	<u>Milford Film & Animation</u>
2010	Lead Animator	Commercial: GIO Motor	<u>Milford Film & Animation</u>
	Character Animator	Animated Feature: - Legend of the Guardians	<u>Animal Logic, Sydney</u>
2009	[Travelling]	-	-
	Animator / Rigger	Commercial:	<u>Duckling</u>
2008	Pipeline and tools R&D	Animated Feature: Berry and the Disco Worms	<u>Radar Film</u>
	Animator	Commercial	<u>Duckling</u>
2007	Camera Technical Lead / R&D	Coporate stereographic film	<u>Duckling</u>
	Animation-TD / Pipeline	Animated TV-series	<u>KM-Animation</u>
	Animator	Animated stereographic shortfilm	<u>KM-Animation</u>
2006	Animator	Music Video	<u>Open Workshop</u>
2005	Animator	Animated Feature: - Princess	<u>Zentropa GRRR</u>
	Modeler / Texture artist	Animated Feature: - Terkel In Trouble	<u>A-Film</u>
	Animator /Rigger /Modeler	Pilot Project	<u>KM-Animation</u>
	Animator	Music Video	<u>KM-Animation</u>
2004	Animator / Modeler	Commercial	<u>Ghost A/S</u>
	Modeler / Rigger / Texture artist	Commercial	<u>KM-Animation</u>
2003	Modeler / Animator	Music Video	<u>KM-Animation</u>

Artistic Skills:

Primary:

- ◆ Character Animation
- ◆ R&D (Python/MEL)

Secondary:

- ◆ Character Modeling
- ◆ Rigging (Maya)

Technical Experience:

Maya, Softimage|XSI, Python/MEL development, Stereo-camera TD, Linux

Personal interests:

Breakdance, salsa, tap-dance and electric boogie, contact juggling, sculpting, robotics and building stuff, music and playing percussion, drums, theremin and guitar

Education:

- ◆ 14 week course in 3D Character Animation at [The Animation Workshop](#). Teachers included people from Pixar, Dreamworks and Disney. I Worked as assisting teacher through the first 3 weeks of Maya introduction.
- ◆ Character Animation Masterclass with Kyle Balda
- ◆ [The Drawing Academy](#) at [The Animation Workshop](#)
- ◆ Gymnasium (The danish counterpart to Sixth Form College. Got nothing to do with gymnastics). Graduated with A+-levels in physics and math
- ◆ Self studies, and loads of them.

Technical Projects:

- ◆ **Stitch – Proprietary to Animal Logic:** Python-based commandline tool with an animator-friendly interface to quickly and easily combine shots according latest edit in/outs, write an EDL and show them in your preferred player. Ended up as the weapon of choice across several departments at AL for reviewing shots and shot-hookups
- ◆ **Open Maya Toolbox (OMT) - Opensource:** A maya toolbox including different additions to the general workflow in Maya. Featured on the Alias Development Site
- ◆ **Python Attribute Import/Export (PAIE) - Opensource:** Maya-Python tool for importing/exporting animation or other attribute data from selection to selection or for integration into a compile-scene-pipeline where batch transfer of animation with an extended usability is necessary.
- ◆ **Convergence Tracker – Proprietary to Duckling A/S:** Tool for tracking convergence on stereographic material based on the difference between the two images and camera-ray intersections.
- ◆ **Grab – Proprietary to Krogh Mortensen Animation:** Maya-Python tool for interfacing and handling on-the-fly animated pickup and release of props through Mayas constraining system.

- ◆ **Autopilot Drone helicopter:** Building and programming a helicopter that can maneuver around by itself featuring auto stabilizing, collision avoidance and GPS navigation. Based on an Arduino microcontroller and a DragonFlyer airframe (Not finished yet)

Awards and Honors:

- ◆ **The True Award – Best Visual Effects 3D**, Carlsberg Sport Squirrel Ad

Recommendations: - *Referee contact details can be provided on request*

”I worked with Jakob for 9 months on Guardians. During that time I always found Jakob to be someone who could be counted on to deliver quickly and to the brief. Jakob is very technically skilled and used that knowledge to help the others around him as well. I would definitely work with Jakob again.”

Alex Weight, animation supervisor, Legend of the Guardians, Animal Logic managed Jakob at Animal Logic

”I've worked with Jakob as his lead on 'Legend of the Guardians' and found him to be a very talented and creative Animator. It was a real pleasure to work with Jakob and I hope to have the chance to do so again in the future. I wouldn't hesitate to recommend him.”

Mike Cottee, lead character animator, Legend of the Guardians, Animal Logic managed Jakob at Animal Logic

Following as found on [LinkedIn, Jakob Welner](#):

“Jakob is a true dream to work with. He is focused, talented, creative, and a great friend. When I worked with Jakob, he was my first stop in all problem solving, as his mind works in some enigmatic, fascinating way that basically pops out solutions when you give it a challenge! On top of that, he's a brilliant TD and animator, and I would never hesitate for a second to work with this lad again!” *July 9, 2008*

[Peter Hartwig](#), senior 3d artist, Duckling A/S
managed Jakob at Duckling A/S

“I can highly recommend Jakob for any position regarding RnD or Animation. First of all Jakob is a very good animator with an eye for even the smallest details and I'm really amazed by his talent. Jakob is also really good at the technical aspect of 3D. Jakob was a big help when we needed to complete our first stereo project at Duckling and we couldn't have done what we did without him. Jakob is easy and fun to collaborate with and he is a great team player.” *August 3, 2008*

[Jonas Drehn](#), Visual Effects Supervisor, Duckling A/S
managed Jakob at Duckling A/S

“Jakob has a remarkable talent for picking up new skills in a very short time. He does so in a pace that can be rather demotivating for the rest of us. At KMA he used these skills to amongst other, build the most solid Animation import/export system for Maya, i have seen. Despite his young age, he is very mature about his work and sometimes maybe a bit too perfectionistic about the final product. Besides Jakob holds a most pleasant personality, that no one can dislike.” *July 21, 2007*

[Jeppe Walther](#), Pipeline Technical Director, KM-Animation
managed Jakob at KM-Animation

“What else can I say than this boy can animate, he is one of the best I’ve seen in a long time.. Besides that he is also a great R&D artist, that comes up with great solutions to difficult tasks. I highly recommend him.” *June 16, 2008*

[Christian Nielsen](#), 3D artist, Duckling A/S
worked directly with Jakob at Duckling A/S

“Jakob is perhaps one of the most promising young 3D artists, technicians and programmers that I've ever come across. He's a personal friend of mine, and though that may affect my judgement, I can honestly say, that every corner of the 3D production industry is open to him. At the age of 21, several businesses are already almost fighting over him.” *December 19, 2007*

[Laust Johan Deleuran](#), Multimedia Designer, LJD
was with another company when working with Jakob at Duckling A/S

Work experience in detail:

Double Negative, UK

Animator, January 2011 – present

- ◆ Animating Tars Tarkus (Voiced by Willem Dafoe) on VFX feature John Carter by Andrew Stanton

Milford Film & Animation, Sweden

Senior Animator, January 2011 – January 2011

- ◆ Freelance lead animator on a commercial film – Vodafone freebees

Milford Film & Animation, Sweden

Senior Animator, October 2010 – October 2010

- ◆ Freelance lead animator on a commercial film - GIO Motor

Animal Logic, Australia

Animator, October 2009 – July 2010

- ◆ Character animator on Guardians of Ga'hoole, directed by Zach Snyder
- ◆ Developed Stitch as described in section "Technical Projects"

Duckling A/S, Denmark

Animation / Rigging, September 2008 – January 2009

- ◆ Training penguins to play tabletennis

Radar Film, Denmark

R&D, March 2008 – April 2008

- ◆ Developed PAIE as described in section 'Technical Projects' listed above. PAIE was integrated into the animation/crowd pipeline on an animated feature called Sunshine Berry and the Disco Worms

Duckling A/S, Denmark

Animation, December 2007 - February 2008

- ◆ Animated a 'realistic' squirrel playing soccer/football on a commercial for Carlsberg Sport

Camera Technical Lead / R&D, August 2007 – November 2007

- ◆ Coporate Stereographic film with animated convergence and camera scaling throughout shots where I, apart from doing general camera supervision and approval of stereosetup, developed a system for convergence tracking to match CG elements to live footage

KM-Animation, Denmark

Animation-TD / Pipeline developer, March 2007 – April 2007

- ◆ CG-Animated TV-series where I developed several tools for the animation pipeline and did general finetuning on the pipeline to fit new needs

Animation, January 2007 – February 2007

- ◆ previsualization animator on a stereographic shortfilm

The Open Workshop, Denmark

Animation, August 2006

- ◆ Character animation on a music video called Shame by Caufield

Zentropa Grrr, Denmark

Animation, October 2005 – December 2005

- ◆ Animated a car crash sequence on an animated feature called Princess

A-Film, Denmark

Modeling / Texturing, November 2005

- ◆ Prop modeling and texturing on an animated feature called The Ugly Duckling and Me

KM-Animation, Denmark

Animation / Rigging / Modeling, June 2005 – July 2005

- ◆ Sample animation on a pilot project for a dynamic CG-horserace system

Animation, February 2005

- ◆ Animated some dancing aliens in a music video for Chipz

Ghost A/S, Denmark

Animation / Modeling, November 2004 – December 2004

- ◆ Stylized city modeling and character animation for a telephone commercial

KM-Animation, Denmark

Modeling / Rigging / Texturing, July 2004 – September 2004

- ◆ Creation of a weird creature for an MTV Jingle

Animation / Modeling, June 2003 – July 2003

- ◆ Character modeling and animation on a music video for Chipz

Animation / Modeling, March 2003

- ◆ Lipsync animation and prop modeling on a commercial project