

CV – Esther Trilsch

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Germany

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Profile

During the course of my studies I have acquired a very solid foundation in the areas of art, animation (3D, as well as classical and experimental animation) and design. An area of particular interest to me has been anatomy - both human and animal. This broad platform currently serves me very well in my field of specialisation, which is computer graphics.

Especially fascinating for me is the subject of rigging, where technical challenges meet the artistic interpretation of the figure, both in design as well as in motion, and I get great joy out of realising my own as well as other people's visions in the field of 3D. What rigging and technical directing in general allows me, is to be able to utilize and combine what I consider my two main strengths: a logic-technical understanding and a creative-aesthetic understanding.

Within the university I work both as a director and a TD, and am as a result very able to work both on my own initiative as well as in a team.

Experience

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|-------------------|---|
| 03/2014 – 04/2014 | Commercial project
Company: Trixter GmbH
Position: Modeller and Rigger |
| 01/2014 – 02/2014 | Commercial project
Company: Dyrdee GmbH
Position: Modeller and Rigger |
| 2011 - 2014 | <i>"Eukalyptse"</i> – 3D animation short film
Director: Esther Trilsch
Position: Director, designer, TD, modeller, rigger, animator and compositor including the complete preproduction of the film and the complete technical realisation of the main characters |
| 2010 - 2013 | <i>"Drahtprinz"</i> - 3D animation short film
Director: Pia Djukic
Position: Technical Director |
| 2012 | <i>"You missed Sonja"</i> – short film
Director: Felix Koch
Position: VFX/Modeller |
| 10/2010 | <i>"Promised"</i> – German feature film
Director: Alex Schmidt
Position: Storyboarder |
| 07/2008 – 10/2008 | Internship at the 2D animation studio "Hypolux" in Berlin |

Education

10/2008 – 09/2014 Hochschule für Film und Fernsehen Konrad Wolf, Course: Animation

12/2002 – 07/2008 Graduated from the Landesgymnasium Sankt Afra zu Meißen

Software skills

3D		2D		Scripting and Programming	
Autodesk Maya	<i>Professional</i>	Photoshop	<i>Professional</i>	Python	<i>Medium</i>
ZBrush	<i>Professional</i>	AfterEffects	<i>Professional</i>	Java	<i>Basic</i>
Mudbox	<i>Medium</i>	Premiere	<i>Medium</i>		
Renderman	<i>Medium</i>	TVPaint	<i>Medium</i>		
Mentalray	<i>Basic</i>				

Languages

German mother tongue
English fluent in written and spoken word
Norwegian very good
Latin very good

Interests

Animation in all its forms
Modern art and design, as well as science and anatomy
Analogue Modelling
Literature
Cinematography
Arduino
Bouldering