

Arild Anfinnsen
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Singapore

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Summary

I'm a 3D artist who specializes in photo realistic and stylized motion picture lighting and rendering. I also have a strong generalist background and interest in most aspects of CGI through modeling, texturing, animation and compositing.

Work experience

2011-2015
Double Negative
Singapore

- **Spectre (James Bond 24)**
acting CG supervisor (during mid-show supervisor change)
3D team lead,
overseeing layout, lighting and matte painting teams,
shot lighting or projection setups of environments
- **The Hunger Games: Mockingjay - Part 2**
3D team lead, look development lead, sequence supervisor,
key lighting design, light rig setups on avenue sequence,
look development and texturing of environments,
overseeing the look development and texturing teams,
overseeing and aiding shot lighters,
shot lighting on avenue sequence
- **Insurgent**
Supervision of end sequence,
overseeing layout, modelling, texturing and matte painting teams,
coordinating with compositing and matchmove teams
- **Mortdecai**
911 overflow work from other facility,
CG building replacement and explosion enhancement
- **The Hunger Games: Mockingjay - Part 1**
3D team lead, look development lead, sequence supervisor,
key lighting design, light rig setups,
look development and texturing of main vehicles and environments,
overseeing the look development and texturing teams,
overseeing and aiding shot lighters,
shot lighting of hero vehicle and environments
- **Godzilla**
3D team lead, look development lead,
setting up sequence key lighting,
look development of vehicles and environments,
overseeing and aiding shot lighters,
shot lighting of numerous vehicles and environments
- **Cuban Fury**
Senior sequence lighter, look development lead,
CG face replacement look development,
key lighting design, light rig setups,
lighting of CG face replacement
- **Thor: The Dark World**
Look development lead,
overseeing shaders for a number of Earth vehicles

- **Fast & Furious 6**
Senior sequence lighter,
key lighting design, light rig setups,
shot lighting of vehicles and environments
- **Total Recall**
Senior sequence lighter,
key lighting design, light rig setups,
shot lighting of Synth robots and environments

2010-2011
Industrial Light and Magic
San Francisco, USA

- **Super 8**
Shot lighter,
Lighting and rendering of hero character
- **Pirates of the Caribbean: On Stranger Tides**
Shot lighter,
Lighting and rendering of digital mermaids in main attack sequence.
Some lighting design on full-CGI shots.

2008-2010
Double Negative
London, UK

- **Paul**
Sequence lighter,
Lighting and rendering of hero character
- **Inception**
Senior lighter and generalist,
Mainly responsible for assets, lighting and rendering on all Paris Street sequence.
Lighting and rendering FX assets on Paris Cafe sequence.
All water look development and lighting and rendering thereof on Limbo Square sequence.
Various asset modeling and texturing.
- **Prince of Persia: The Sands of Time**
Senior lighter,
Some lighting and shader look development for the Crystal Chamber sequence.
Lighting and rendering a number of hero shots in the Crystal Chamber.
Look development on dagger crystal closeups.
Various asset modeling and texturing.
- **Fast & Furious**
Lighter and generalist,
Shot dependent modeling and layout of tunnel assets.
Lighting and rendering of a large number of shots within a tight schedule.
- **Harry Potter and the Halfblood Prince**
Lighter,
Layout, lighting and rendering of the Room of Requirement.
Lighting on destruction shots of the Millennium Bridge.
- **Hellboy 2: The Golden Army**
Lighter,
Lighting and rendering various robot shots in the Golden Army sequence.
as well as some weapon, Hand of Doom and tail replacements.
Sole lighting and rendering of opening title sequence.

2007 - 2008
LucasFilm Ltd.
Singapore

Senior lighter, compositor and look developer on the animated series "**Clone Wars**", season 1 and 2 for Cartoon Networks.
Episodes:

- Duel of the Droids
- Ambush
- Innocents of Ryloth
- Cargo of Doom

2003 - 2006
Animal Logic
Sydney, Australia

- **Frank Miller's 300**
Environment model, texture and lighting TD;
Acting in collaboration with the model, lighting and VFX leads to establish and render full digital environments.
- **Network branding for Cartoon Network**
3d modeler, texture and lighting artist, Fusion compositor
Responsible for look development, creating assets and executing 30 short movies over the course of a 14 month period.
- **Tooney's Extra Dry Battle of the Appliances** TV commercial
Winner of Moebius award for best visual effects (Best in Show).
Lighting artist, responsible for integrating a number of come-to-life CG household appliances in a fight over a bottle of beer.
- **Stealth**
3d modeler, shader and lighting artist
Responsible for delivering a trailer shot under tight deadlines under supervision of the compositing lead.
- **Farscape: The Peacekeeper Wars**
Emmy nominated in 2005 for best visual effects.
3d models and textures, VFX and lighting, Fusion compositor;
Mainly responsible for two sequences, building sets, look development and scene assembly in close collaboration with the director and VFX supervisor.

2004
Ambience (now part of Omnilab Group)
Sydney, Australia

- **Here Comes Peter Cottontail: The Movie**
lighting, rendering and compositing
Short term contract, responsible for look development and supervising a sequence in this low budget animated feature.
- **Movie One 16:9 titles**
lighting, rendering and compositing
Short term contract, responsible for widening and filling out the 4:3 intro logo into the new 16:9 format.

2003 - 2004
MicroForte
Sydney, Australia

- **Citizen Zero** (unreleased)
3d modeler, texture artist, effects, art direction.
Worked to create numerous character and environmental game assets on this MMOG (Massively Multiplayer Online Game) and art directed texture look development.
Created a number of marketing publicity shots.

2001 - 2003
Warthog PLC.
Manchester, UK

- **Harry Potter and the Philosopher's Stone** (PS2)
3d character modeler, props, texture artist.
Modeled both high detail and in-game characters and environments.
- **X10** (PC / XBox - unreleased)
3d character modeler, concept, texture artist.
Worked as part of the preproduction team as conceptual artist, establishing the look of the characters and environment.
- **Mace Griffin: Bounty Hunter** (PS2/XBox/PC)
3d character modeler, texture artist.
Acted as lead character modeler and texture artist. Helped concept a number of characters in collaboration with lead conceptual artist.
- **ET 2** (PS2)
3d asset artist.
Aided the team in modeling numerous game assets in between projects.
- Responsible for a number of marketing publicity shots for Warthog games.

Awards and Nominations

- **Godzilla**
Awards Circuit Community Awards nomination 2014, Best Visual Effects
- **Super 8**
Saturn Award nomination 2012, Best Special Effects
Awards Circuit Community Awards nomination 2011, Best Special Effects
Broadcast Film Critics Association Awards nomination 2012, Best Visual Effects
Satellite Awards nomination 2011, Best Visual Effects
Saint Louis Film Critics Association 2011, US nomination, Best Visual Effects
- **Pirates of the Caribbean: On Stranger Tides**
Visual Effects Society Awards nomination 2012, Outstanding Visual Effects in a Visual Effects Driven Feature Motion Picture
- **Paul**
Visual Effects Society Awards nomination 2012, Outstanding Animated Character in a Live Action Feature Motion Picture
- **Inception**
Academy Awards (Oscars) 2011, Best Achievement in Visual Effects
BAFTA Awards 2011, Best Special Visual Effects
Visual Effects Society Awards 2011, Outstanding Visual Effects in a Visual Effects Driven Feature Motion Picture
Saturn Award 2011, Best Special Effects
Awards Circuit Community Awards 2010, Best Visual Effects

Broadcast Film Critics Association Awards 2011, Best Visual Effects
Las Vegas Film Critics Society Awards 2010, Best Visual Effects
Online Film & Television Association 2011, Best Visual Effects
Phoenix Film Critics Society Awards 2010, Best Visual Effects
Satellite Awards nomination 2010, Best Visual Effects
Saint Louis Film Critics Association 2010, US, Best Visual Effects

- **Harry Potter And The Halfblood Prince**
BAFTA Film Award nomination 2010, Best Special Visual Effects
Saturn Award nomination 2010, Best Special Effects
Satellite Awards nomination 2009, Best Motion Picture, Animated or Mixed Media
- **Hellboy 2: The Golden Army**
Saturn Award nomination 2009, Best Special Effects
VES Award nomination 2009, Outstanding Visual Effects in a Visual Effects Driven Motion Picture
- **300**
Satellite Awards 2007, Best Visual Effects
Saturn Award nomination 2008, Best Special Effects
- **Farscape: The Peacekeeper Wars, Episode "Night Two"**
Emmy nomination 2005, Outstanding Special Visual Effects For A Miniseries, Movie Or A Special
- **War Of The Appliances**
Mobius Award 2005, Technique: Special FX

Articles and personal work featured

- Expose 01, Created and Edited by Mark Snoswell and Leonard Theo, by Ballistic Publishing (ISBN 0-9750965)
- Images featured in Essential CG Lighting Techniques with 3ds Max by Darren Brooker, Focal Press (ISBN-10: 024052117X)
- Interview in CADesigner No. 184 08/2003
- Cover of Hungarian magazine Design21
- Images featured in 3D World Magazine as part of promotion for Cgtalk.com
- Article written for 3D World Magazine (Issue 36 - 2003, Photorealistic Texturing)
- 3D World Magazine article reissued in a 3D World Magazine special in 2003.
- Promotional artwork for Cebas finalRender product; featured on box cover and numerous magazines covering finalRender, including CGI Magazine and 3D World
- Cover of the German magazine PCgo 1/2001 February/March as well as part of article about digital humans
- Images featured in 3D Studio Max R3 Bible, January 2000, Kelly Murdock, IDG Books Worldwide
- Images featured in 3D Studio Max R3 F/X and Design, Jon A. Bell, October 15, 1999, The Coriolis
- Images featured in Digital Production 4/99 as a promotion for 3dmax.de
- Monzoom 3D box and advertisement image
- Modeling article on Autodesk's The Area website
- Texturing article on 3DTotal.com