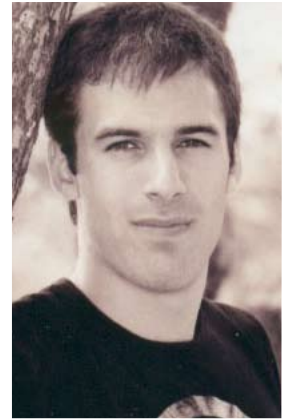


# Morris M. Baisch

3D Artist for character and hard surface modeling



[www.MorrisBaisch3D.com](http://www.MorrisBaisch3D.com)

[Morris.Baisch@gmx.de](mailto:Morris.Baisch@gmx.de)

## Objective:

To prove my skills in creating characters and visual effects for high end feature films and commercials.

## Skills:

- **Art** - 3D Modeling and Texturing, 2D Illustration and Design, User Interface Design, Particle effects creation & scripting
- **Animation** - Classical animation principles, Understanding of Human Anatomy
- **Technical** - Character Rig Creation Basics
- **Scripting** - MEL, Web and Photoshop, HTML
- **Software** - Maya, 3D Studio Max Basics, Photoshop, Adobe Indesign, C-brush 2, Adobe Premier Pro Ilustrator, Macro Media Flash and Dream Weaver, After Effects and others..

## Experience:

**Cinema League Film Production, L.A.: Animation, Logos, Website, Presentation sheets and folders [www.CinemaLeague.com](http://www.CinemaLeague.com)**

**Commercials: Oakley, Marlboro, Ferrari: Car Animation, Jaegermeister: Animation Weleda Germany: commercial (16 mm camera), Di-Media Frankfurt;**

**Kesselfilms: Flash/Html Website and Logo animation;**

**Mondial Enterprises, Melbourne, Australia: Promotional Designs**

**Pixomondo: A Roland Emmerich Movie Production, A RTL Teamworkx Prodition  
3ds Max Artist**

**Please check: [www.MorrisBaisch3D.com](http://www.MorrisBaisch3D.com)**

**Jan. 2006 – June 2006**

Vistetic Rasch, Stuttgart; 3D Buildings and automobile visualizations

**Oct. 2006 – Dec. 2006**

Photoshop editing for Media & Design, advertising agency Frankfurt, Germany

## **Training:**

**Jan. 2006 - June 2006**

6 month practical training at:  
Vistetic Rasch Stuttgart  
3D construction /architecture and  
automotive-visualization

**July 2006 - Sept. 2006**

3 month Maya Intensive Workshop  
at Macromedia München

**Oct. 2006 - Dec. 2006**

3 month photoshop picture editing  
at the company from my parents  
Medien & Design Werbeagentur Ffm.

**Jan. 2007 - June 2007**

Gnomon School of Visuelle Effects  
Los Angeles, USA  
Character Modeling with Z-Brush

**June 2007 - Sept. 2007**

Neckermann Versand Frankfurt Main  
Bildbearbeitung und Layouting  
for div. advertising media DOB+HAKA

**Oct. 2007 - Dec. 2007**

Gnomon School of Visuelle Effects  
Poligon Modeling II with Maya

**Dez. 2008 - Juni 2009**

Pixomondo VISUAL EFFECTS  
2012 „ Eine Roland Emmerich Produktion“  
Der Vulkan „Eine RTL TV Produktion“