Ánoq of the Sun Detailed CV as a Graphics Artist

Ánoq of the Sun, Hardcore Processing *

January 31, 2010

Online Link for this Detailed CV

This document is available online in 2 file formats:

- http://www.anoq.net/music/cv/anoqcvgraphicsartist.pdf

- http://www.anoq.net/music/cv/anoqcvgraphicsartist.ps

All My CVs and an Overview

All my CVs (as a computer scientist, musician and graphics artist) and an overview can be found at:

- http://www.hardcoreprocessing.com/home/anoq/cv/anoqcv.html

Contents Overview

Graphics Related Employment and Education

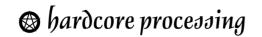| Company	My Role	Dates	Duration
			1 day=7.5 hrs
Hardcore Processing I founded this company December 1998 www.hardcoreprocessing.com	Graphics Artist Pre-print Marketing	1998-now	(see project list)
Ánoq Music I founded this record label December 2007 www.anoq.net/music/label	Graphics Artist Pre-print Marketing	2007-now	(see project list)
Casper Thorsøe Video Production www.ctvp.com	3D Graphics Artist (Partly System Administrator)	1997-1998	1 year
Visionik www.visionik.dk	Worked Partly as a Graphics Artist	1997	5 months (not full-time graphics!)

List of Graphics Related Skills (Updated on 2010-01-31) (Years Are Not Full-time Durations, But Years with Active Use)

Key for "Level": **1**: Expert, **2**: Lots of Routine, **3**: Routine, **4**: Good Knowledge, **5**: Some Knowledge

Skill Name / Group	Doing What	Level (1-5)	Latest Use	Years with Active Use
Graphics Software and Equipment:				
Alias|Wavefront PowerAnimator	Modelling, Animation	2	1998	1
Alias|Wavefront Maya	Modelling, Animation	2	1998	1
LightWave 3D	Modelling, Animation	2	1997	4
SoftImage 3D	Modelling, Animation	5	1998	0.2
3D Studio MAX	Modelling, Animation	5	1997	0.5
Blue Moon Rendering Tools (a.k.a. BMRT)	Rendering, Shader Programming	1	2010	11
PhotoShop	Design, Image Processing, Drawing	2	2010	10
The Gimp	Design, Image Processing, Drawing	2	2010	4
Alias|Wavefront Composer	Compositing	2	1998	1
Fractal Design Painter	Drawing, Image Processing	5	1997	0.3
Deluxe Paint (Amiga)	Drawing	2	1996	6
Other Kinds of Skills:				
· Drawing and Designing	Using Pen/Paper or Software/Hardware	2	2010	15
· 3D Modelling and Animation	Using Software/Hardware	2	1998	8
· Publishing Graphics	Making pre-prints	3	2009	0.5

Skills That I Am Not Interested In Using (Or Which Are Outdated):
EGS-Paint (Amiga), Art Department (Amiga), Morph Plus (Amiga), ImageFX (Amiga), Real 3D (Amiga).
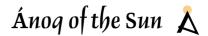
List of Projects Related to Graphics

	Key for "Technologies"
3D:	**3D** software application
2D:	**2D** software application
P:	**P**rogramming language
L:	Other kind of **L**anguage
O:	**O**perating system or platform

Project	Client	Dates	Duration 1 day=7.5 hrs	Technologies
· **Letter Paper "Mythology Menu"** Designed letter paper and prepared its pre-print material. Involved special graphics programming	Hardcore Processing www.hardcoreprocessing.com/	2009	6 days	BMRT (**3D**) Standard ML (**P**) PhotoShop (**2D**) The Gimp (**2D**) Linux, Windows (**O**)
· **Website Graphics** Graphics and design (website design currently being revised)	Hardcore Processing www.hardcoreprocessing.com/	1998-2009	???	HTML (**L**) Standard ML (**P**) PhotoShop (**2D**) The Gimp (**2D**) Linux, Windows (**O**)
· **Hardcore Processing Logo** Logo designed and rendered as RenderMan geometry generated by a CeXL program. (See the bottom-left of this page)	Hardcore Processing http://www.hardcoreprocessing.com	2004-2010	4 days	BMRT (**3D**) PhotoShop, The Gimp (**2D**) CeXL (**P**) Linux, Windows (**O**)
· **Ánoq Maxi Single 1 Cover** CD cover graphics designed and prepared as pre-print. Included special graphics programming. EAN/UNC: 5707471009550	Ánoq Music http://www.anoq.net/music/	2007	3 weeks	BMRT (**3D**) PhotoShop, The Gimp (**2D**) LaTeX (**L**) CeXL, Standard ML (**P**) RenderMan Shading Language (**P**) Linux, Windows (**O**)
· **Ánoq of the Sun Logo** Logo designed and rendered as RenderMan geometry generated by a CeXL program. (See the bottom-right of this page)	Ánoq Music http://www.anoq.net/music/	2007	4 days	BMRT (**3D**) PhotoShop, The Gimp (**2D**) CeXL (**P**) Linux (**O**)
· **Business Card** Card designed and rendered as 3D RenderMan geometry with shaders. Prepared as pre-print	Hardcore Processing http://www.hardcoreprocessing.com	2007	6 days	BMRT (**3D**) PhotoShop, The Gimp (**2D**) RenderMan Shading Language (**P**) Linux, Windows (**O**)

Project	Client	Dates	Duration 1 day=7.5 hrs	Technologies
· **In-House Tests** (unreleased) 3D models and scenes, RenderMan shaders	Hardcore Processing www.hardcoreprocessing.com	1998-2004	1 month	BMRT, CeX3D SM (**3D**) RenderMan Shading Lang. (**P**) RenderMan RIB (**L**) Linux, Windows (**O**)
· **Rebild Vandrerhjem Website** website graphics www.vandrerhjem.net	Rebild Vandrerhjem www.vandrerhjem.net	2001	3 days	PhotoShop (**2D**) Linux, Windows (**O**)
· **Ceres Royal X-Mas Animation** www.hardcoreprocessing.com/ movies/ceresxmas2001/	Leise & Co. www.leise.dk	2001	1 week	PhotoShop (**2D**) Adobe Premier (**2D**) Windows (**O**)
· **1000kr Bank Note Danish TV Spot** all 3D modelling, animation, surfacing, rendering and editing/compositing (a collegue did all textures, 2D backgrounds and the storyboard)	Casper Thorsøe Video Production (I was employed) www.ctvp.com	1997	2.5 months	A|W Power Animator (**3D**) A|W Maya (**3D**) A|W Composer (**2D**) Silicon Graphics / IRIX (**O**)
· **500kr Bank Note Danish TV Spot** worked on 3D modelling, animation, surfacing, rendering	Casper Thorsøe Video Production (I was employed) www.ctvp.com	1997	1.5 months	A|W Power Animator (**3D**) Silicon Graphics / IRIX (**O**)
· **Misc Small Projects** 3D modelling, animation, surfacing, rendering, texture painting, editing/compositing	Casper Thorsøe Video Production (I was employed) www.ctvp.com	1997-1998	8 months	A|W Power Animator (**3D**) SoftImage, A|W Maya (**3D**) A|W Composer (**2D**) PhotoShop (**2D**) Windows (**O**) Silicon Graphics / IRIX (**O**)

Project	Client	Dates	Duration 1 day=7.5 hrs	Technologies
· **(During Employment)** simple 3D modelling and character animation, misc. graphics	Visionik (I was employed) www.visionik.dk	1997	2 weeks	PhotoShop (**2D**) 3D Studio Max (**3D**) Windows (**O**)
· **The Party '96 3D Animations** 3D modelling, animation, surfacing, rendering etc. www.hardcoreprocessing.com/home/anoq/ GraphicsInfo/3DGraphicsOverview.html	(Private)	1996	2 months	LightWave 3D, Real 3D (**3D**) Deluxe Paint (**2D**) Art Department Pro (**2D**) PhotoShop, cmpeg (**2D**) AmigaOS, Windows (**O**)
· **Private 3D Graphics** 3D modelling, animation, surfacing, rendering, texture creation etc. www.hardcoreprocessing.com/home/anoq/ GraphicsInfo/3DGraphicsOverview.html	(Private)	1991-1997	???	LightWave 3D, Real 3D (**3D**) Deluxe Paint (**2D**) Art Department Pro (**2D**) PhotoShop, cmpeg (**2D**) AmigaOS, Windows (**O**)
· **Amiga Games** 2D and 3D graphics for 1 whole and 2 halve games (unreleased) www.HardcoreProcessing.com/home/anoq/ Programming/AmigaGames.html	(Private)	1990-1994	???	Deluxe Paint (**2D**) Real 3D (**3D**) AmigaOS (**O**)
· **"Analog Painting and Modelling"** I paint on paper, painted my living room as an Egyptian desert, did clay and cardboard models for role-playing etc.	(Private)	????-2004	???	pen, pencil, acrylic paint, wall paint, clay etc.