

Nils A. Brekke

Mokollveien 42
3226 Sandefjord, Norway
+47 916 33 668

[nils@innboks.com](mailto:nilsboks.com)

Showreel : <http://www.nilsarne.com/>

Skills

CG visual effects	Photography
3D modeling and animation	2D graphics/motion graphics
3D Lighting – Rendering - Texturing	Video editing
Compositing	Graphic design
Architectural visualization	Traditional drawing / Storyboarding

Experience (see projects for more information)

2009 – 2010. Freelance

2006 – 2007. Selvaag BlueThink, Norway

Visonarium Manager & Digital Artist

Architectural visualization and 3D generalist.

Technical advisor for Renderfarm and CG production equipment.

2002 – 2006. Telenor Eiendom Holding (Telenor Expo Multimedia), Norway

Technical Director & 3D generalist

Responsible for 3D visualization, VR, compositing, video editing and design.

2001 – 2002. Telenor Keypartner, Norway

Technical Director & 3D generalist

Main project was the Telenor Headquarter Project. Architectural visualization.

1998 – 2001. Telenor Expo Media, Norway

3D generalist & System Administrator

Technical Manager for Telenor's Reality Center.

1998 Telenor Expo, Norway

Technical manager for Telenor's Reality Center and for content creation. 3D animation and Virtual Reality.

1997 Indicom Ltd, Norway

3D modeling and project leader for the building of Telenors Reality Center.

1997 Vancouver Film School, Canada

Teachers Assistant

Aided students with 3D modelling, effects, and composition

1996 Freelance, Norway

Graphic Designer

Desktop publishing and graphic design.

Software knowledge

3D Packages:

Autodesk 3D Studio Max 2011
Autodesk Maya 2008
Autodesk Softimage XSI 6.5
Autodesk Mudbox 2010
3D Tracking systems (boujou, matchmover)

Plugins:

Rayfiretool, Fumefx, Afteburn, Dreamscape,
Vue, Realfow, Xfrog, Onyxtree

2D Packages:

Adobe Creative suites CS4
Eyeon Fusion 6
Nuke 5

Rendering packages:

Brazil 2.0 rendering system
Vray 1.5+ rendering system
Maxwell Render 2.0
Mental Ray 3.+ rendering system

Education

2008-09	Vancouver Film School, Canada	Diploma with Honors. Visual FX stream
2005	Octaga and VR4Max, Norway	Low poly/VR course
1999	TV2 / VizRT, Norway	VizRT TV graphics. (SGI)
1998	Silicon Graphics, Norway	IRIX System Administration 1 (SGI Irix)
1996-97	Vancouver Film School, Canada	Diploma, 3D Anim. and Digital Effects
1995-96	University of Hertfordshire, UK	Software Syst. for the Arts and Media.
1994-95	Idefagsskolen, Norway	Graphic Design Diploma
1991-94	Business College, Norway	Marketing and Computer Administration

Projects and Awards

2009 – Graduated with honors at Vancouver Film School

2006 – 2007 Tjuvholmen enterprise

A completely new city district is currently under development in Oslo.
3D Modeling/visualization/video editing.
www.tjuvholmen.com

2005 National Library in Oslo

Made the opening art of the new library.

2005 Øystein Sevågs "Caravan" CD

cover art and booklet of his new CD. 3D animation for main song.

2004 Molde Jazz Festival

3D graphics/design for the festival

2004 The new art installation for Oslos main University Hospital

From Marianne Heskens original art (about 600 square meters of glass).

2003 Lillehammer Filmschool assisting studentproject

Visual effects in the final shot for a final project at Lillehammer Film School

2003 Nobels Peace Center in Oslo

Modeled and visualized their new center in the center of Oslo. Virtual Reality model was also made.

2002 Marianne Heske art project, Zimbabwe

Visualized Mariannes art installation in 3D.

2001 The International spacestation

Assisted in visualizing the spacestation together with the Norwegian Space Center.

2000 Nominated for "Best Architectural Visualization"

3D Festival 2000 i Copenhagen, Denmark.

1999 Received the Bentley Award

"Best use of new technology in an architectural environment".
The award was on the bases of the Telenor Fornebu project.

1998 – 2001 The Fornebu Project

Telenors new headquarter at Fornebu, Norway. Scandinavias largest visualized architectural project. The use of 3D and real-time 3D during the project as a decision making tool. (Telenor is Norways largest telecommunication company)

1998 Telenor Expo Media

Established a full-digital production department for Telenor. Included 3D, VR, Reality center, TV-studio with bluescreen capabilities and content creation.

1997 Visionarium (Reality Center)

Assisted in set-up and build the "Visionarium". A Reality center for the use during the Fornebu project. Integrated the content production and solutions for the use of the room/cinema.

References

References (Personal or Professional) upon request.