



**ANNE POGODA: www.darktownart.de , Email: wpwebmasterin@web.de
Experiences: Illustration & Concept Art, Project Management, 3D Animation**



Anne Pogoda - Website: www.darktownart.de - Contact: wpwebmasterin@web.de

I have started going freelance 6 years ago and am experienced in different fields of work. I have done concept art and matte painting for film and games as well as line production and project management. I have also designed for and concepted on TV shows and taught classes.

I am self motivated and love to work in teams. Due my background in design, I am well trained when it comes to research and working according to the customers need. I work with speed and accuracy and always deliver detailed consulting before I start with a job.

Area of expertise:

Illustration, Concept Art, Matte Painting, Line Production, Project Management, Creative Lead, 3D Animation, Classroom And Leadership Experience, Comfortable With Public Speaking

Skills:

Adobe Photoshop, Adobe Premiere, After Effects, Indesign, Illustrator, Corel Painter, Maya

Services:

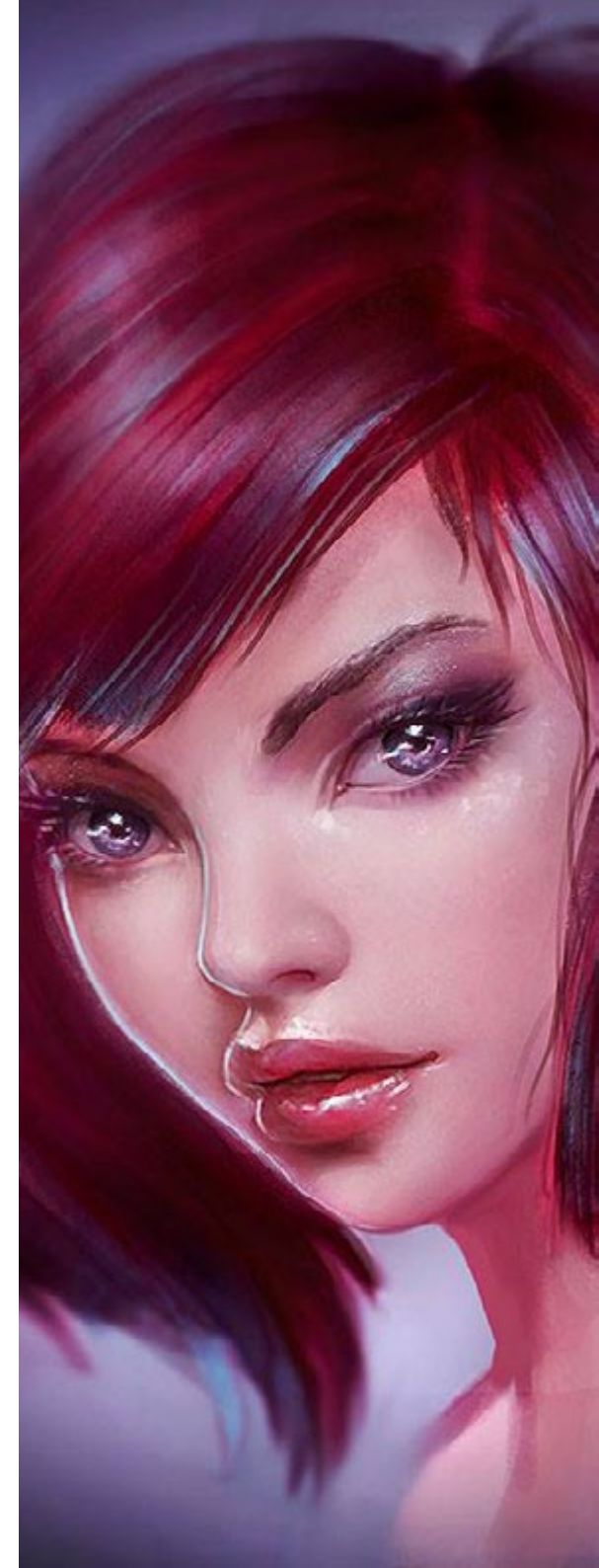
Professional Advice, Line Production, Project Management, Concept Art, Illustration, Art Direction, Creative Lead, Art Buying, Artist Scouting /Agenting, Student Mentoring

Additional Skills:

- + Well trained in art buying and working as an agent due my work for Ballistic Publishing
- + Experienced in people management & managing large budgets
- + Managing 10 additional freelancers with whom I can be booked for larger projects
- + Well trained in animal anatomy and traditional drawing

Clients:

Teamworxx, FremantleMedia, Grundy UFA, UFA Film & TV GmbH, Phoenix Film, RTL Group, Pro 7, Ronin Film, Cornelsen, Droemer, Sauerländer, ImagineFX, CGSociety, Ballistic Publishing, CGSociety, Falkemedia, Imagine Publishing, Focal Press, Zenescope Entertainment, Virgin Lands Animated Pictures GmbH, Kinesthetic Games, Gamomat GmbH, btk-ak



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Education:

I studied graphics design / communications design at „btk-ak“, which is an academy for design at Berlin. In photography, art direction and film management I was mentored by James Higginson. When it comes to my skills in illustration and digital painting I am completely self taught.

Publications:

Alongside my work as author for several magazines (it should be around 40 workshops about digital illustration meanwhile, of which over 90% were written in english)

I have concepted and published two books with **Ballistic Publishing**: D'artiste Character Design and D'Artiste Dashion Design. As contributing editor, I have also managed the artists that were featured with me in both books and worked on the gallery selections for the invited artist galleries.

Hobbies/ things I love:

Drawing funny and stupid things, spending time with my friends, animated TV shows, going to the cinema, crashing Cryengine with stupid 3D related experiments, crashing Maya afterwards with animating stuff whenever I get the chance, my cats, swimming, bike riding, letting my kite fly, experimenting with numbers and marketing related stuff, chocolate.

I love playing games:

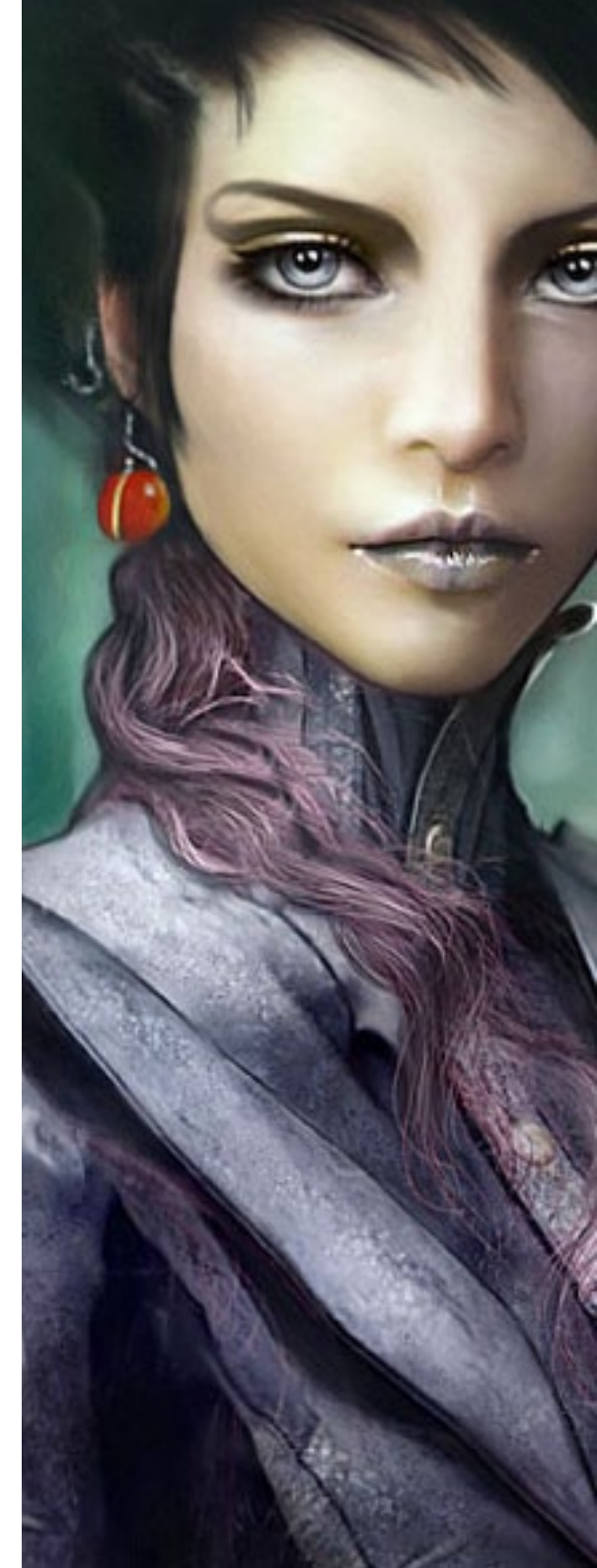
Metal Gear Solid (all), The Last Of Us, Assassin's Creed (all), GTA V (+online), Guild Wars, Tera, Resident Evil (all), Tomb Raider, Tekken, Deus Ex Human Revolution, Red Dead Redemption, Bioshock Infinite etc....

Social games/ Apps:

I play „The Hobbit Kingdoms Of Middle Earth“ with major interest (leader/ vice of alliance „2Hard2Die“)

Films & TV Shows I like:

Iron Man, Super 8, Terminator, Jurassic Park, Gravity, V For Vendetta, Breaking Bad, Spartacus, Walking Dead, Tudors

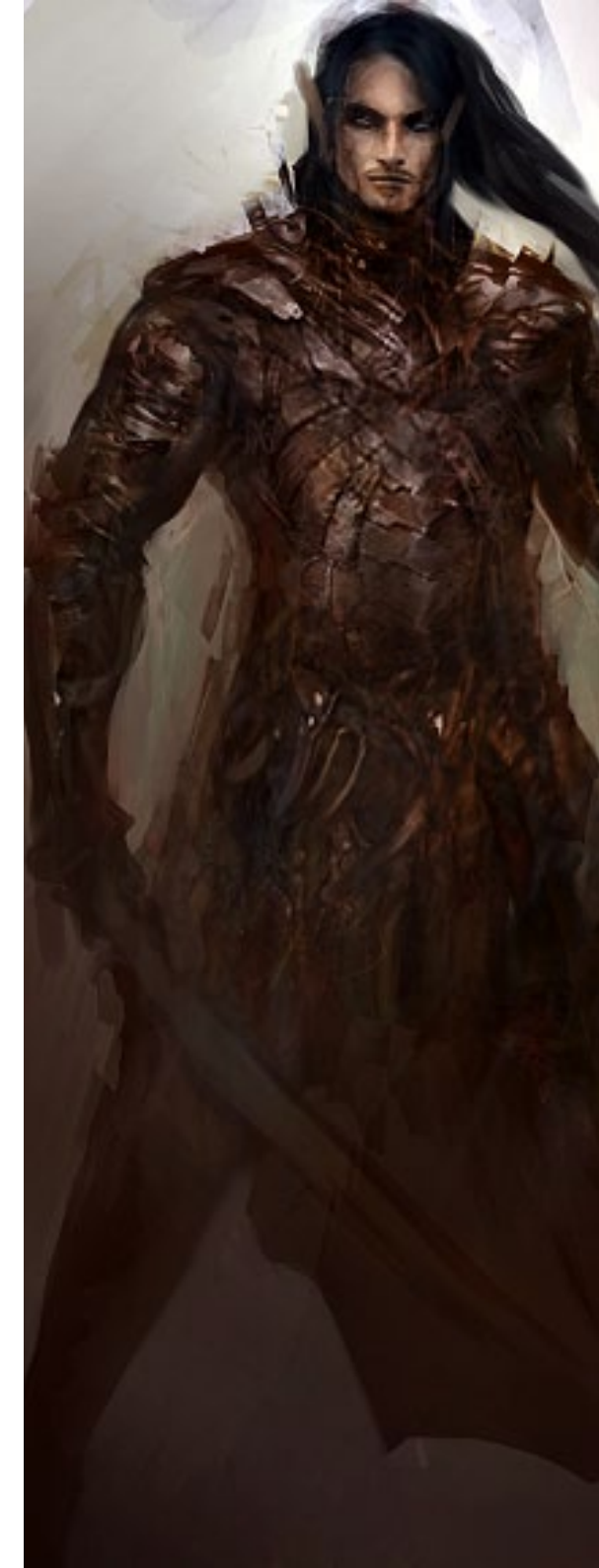


Curriculum Vitae

Ann-Christin (Anne) Pogoda; Current Residence: Berlin, Germany
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Some of my clients and publications:

2012 -2013	Droemer Publishing House (DE) Kommissar Kluftinger Graphic Design/ Illustration
2012 -2013	Sauerländer Publishing House (DE) Elbenthal 2 trailer/ advertising art director / creative lead
2012	Kinesthetic Games (UK) Matte Painter / Cover Artist (Kungfu Superstar)
2012	Asmadi Games (US) Digital Illustrator / Cover Artist (Tabletop Games)
2012	UFA Brandcom (DE) Mood (& Illustration) "IRONMAN 3" advertising campaign
2012	UFA FILM & TV GmbH: UFA Interactive (DE) Concept / Animation Advertising Films: Cornelsen & Duden
Since 2011	CGSociety Master Class Instructor: (AUS) Absolute Beginners / Mastering Animals
Since 2011	Art Academy - btk-ak (DE) Coordinator Summerschool (Illustration)
2011	UFA Film & TV GmbH (DE) Game Designer / Creative Lead STUNTSANTA



2011
Imagine FX Issue 080 (UK)
How to paint skin workshop plus instruction video

2011
**Phoenix Film/ Teamworxx/ Grundy UFA / FremantleMedia
Costume Designer / Concept Artist (TV Series)**

2010 - 2011
Grundy UFA Light Entertainment/ RTL Group (DE)
Deutschland Sucht Den Superstar (Germany's Idol)
Dieter Bohlen's Freddy der Frosch
(Line Producer, Creative Lead, Head Animator)

2010 - 2012
**UFA Film & TV GmbH / UFA Lab / UFA Interactive (DE)
Talent/ 3D Lead/ Gaming Department**

2010 - 2012
Falkemedia Verlag (DE)
Digital Photo: Photoshop Magazin Digital Painting Workshops

Since **2010**
Ballistic Publishing (AUS)
Contributing Editor / Author / Cover Artist
D'Artiste Character Design, D'Artiste Fashion Design

Since 2009
Berlin Art Academy (btk-ak.de) - (Berlin Germany)
Lecturer: Digital Illustration / Character Design (Photoshop)

2008
Virgin Lands Animated Pictures GmbH (DE)
Concept Artist

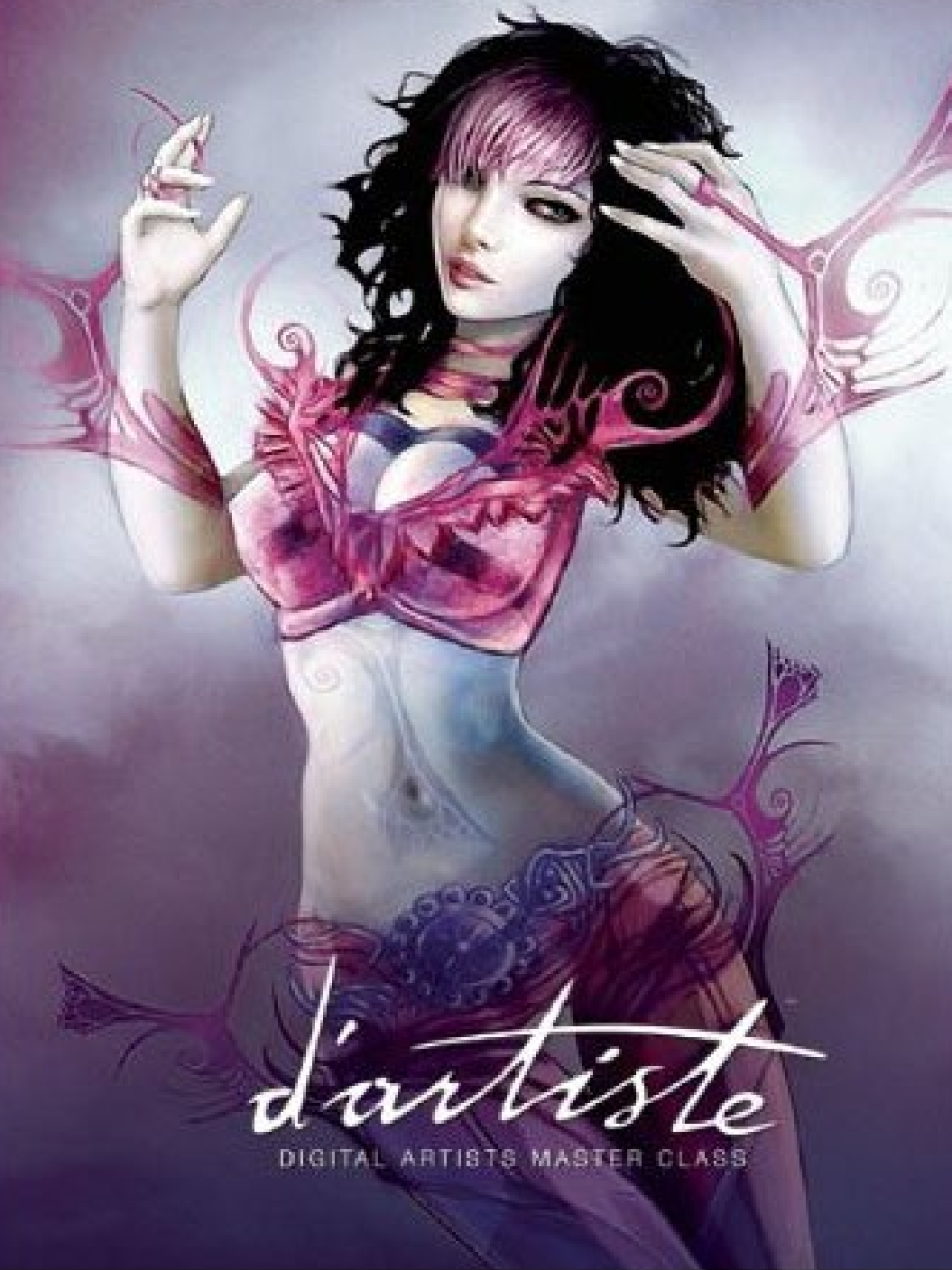
2008
Zenescope Entertainment (USA)
Digital Colorist (various comics)

2007 - 2010
Imagine Publishing (UK), (France), (China)
around 30 publications: "Corel Painter Magazine" / books
digital painting workshops, some cover, advertising

Since 2006
Ballistic Publishing (AUS)
Exotique (various), D'Artiste Matte Painting 2, EXPOSE



CHARACTER DESIGN



d'artiste

DIGITAL ARTISTS MASTER CLASS

/BALLISTIC/

FASHION DESIGN



d'artiste

DIGITAL ARTISTS MASTER CLASS

ALESSIA ZAMBONIN ANNIE STEGG LOIS VAN BAARLE

/BALLISTIC/







The „good“ and the „bad“ twin. Rough concepts for Ivo Pala’s „Elbenthal“ in preparation for our trailer project.
Client: Sauerländer publishing house



Elbenthal „The black prince“ - trailer stillframes. Project leading, art direction and matte painting / figure overwork by me.
Client: Sauerländer publishing house



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Elbenthal „The black prince“ - trailer stillframes. Project leading, art direction and matte painting / figure overwork by me.
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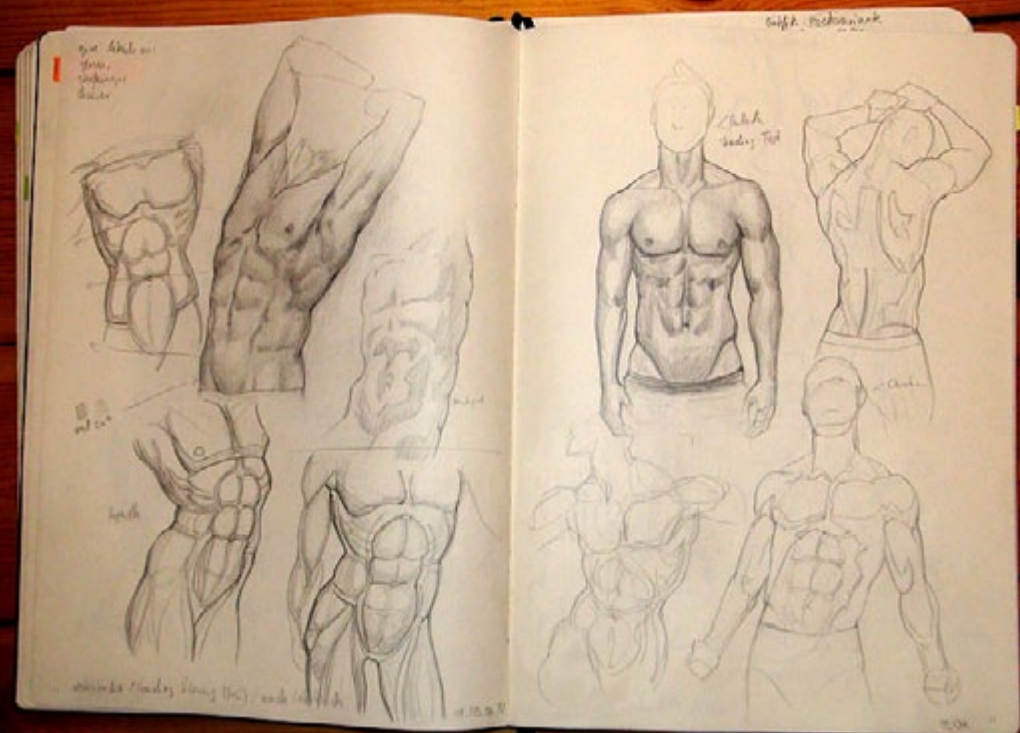


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My work for Germany's Idol season 8. I designed that frog and had it modeled by my 3D artist (Fabian Czichelski). I then worked as TV producer / creative lead and head animator on Freddy due the entire season.