

Kofi Opoku - Ansah

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Employment History

- July 2018 - Present **The Third Floor Inc.** - London
Senior Tracking & Matchmove artist.
- Apr 2018 - June 2018 **Jellyfish Pictures** - Matchmove artist
Extensive object tracking with 3DEqualizer & Maya.
- Jan 2018 - Mar 2018 **Unit Media** - Feature film freelance 3D generalist.
- June 2015 - Jul 2017 **Weedi Ltd** - 3D Artist & Animator
3D animator, working with mo-cap for Virtual Sports games.
- May 2015 **Passion Pictures** - Freelance Lead Tracking & Matchmove Artist
Spent two weeks as the sole tracking & Matchmove artist on Les Furets commercial. This project required me to track 2D plates and set up 3D tracked scenes for use in the pipeline.
- Aug 2012 - Apr 2015 **Glassworks, London** - VFX 3D Artist
Post Production, commercial, animation, film industry - Glassworks.co.uk
- Jul 2012 - Aug 2012 **Glassworks, London** - Runner
Post Production, commercial, animation, film industry - Glassworks.co.uk
- Aug 2011 - Jan 2012 **Finish** - VFX 3D Assistant
Post Production - Finish.tv
I covered all the basic aspects of the 3D VFX generalist pipeline for commercials; Tracking, match-moving, modelling, lighting & rendering whilst working on BMW Joy Wins commercial - www.finish.tv/work/view/joy-wins
- Apr 2010 **Finish**
Post Production - Finish.tv
Spent a week at Finish training on Tracking using *PFTrack*. I was given clean plates of several previously completed commercials by the company to track as part of my training.
- Apr 2010 **D&AD Professional Judging Awards 2011**
Ravensbourne D&AD Ambassador
Shadowed the judges on the panel for the *Film Advertising Crafts* category.
- Sep 2010 **The Mill, Soho, London**
Freelance 3D modeller
Spent about three weeks in the 3D department working on some aspects of the video game Cinematic of **Brink**, by Splash Damage.
Tasks: Modelling a tugboat, organising weapons library and getting it ready for use in the pipeline by assigning textures to models.

May 2009

Framestore CFC, Soho, London
Runner

Apr 2009

The Mill, Soho, London
Runner for the first week then selected to work in the 3D department in the second week.
Tasks: Modeling props of the stadium used for the adidas® F50i

advert - "Impossible Is Nothing" Zidane & Messi.

Technical Skills

- Autodesk Softimage & Maya user
- 3D Modelling, UV Mapping, Texturing
- Expert knowledge in Adobe Lightroom, Photoshop, Illustrator, InDesign
- Tracking & Matchmoving - 3DEqualizer, PFTrack
- Nuke

Education

Sep 2010 - Jun 2011

BA (Hons) Animation Production

Ravensbourne, London.

The final year covered: producing a 3D animated short, professional practice, storytelling, managing groups as a director and producer, storyboarding and pre-production work, modeling, texturing, lighting, animating, rendering and producing a showreel.

Sep 2008 - Jun 2010

Fda Animation Practice

This course covered all aspects of professional practice such as 2D and 3D animation, life drawing, storyboarding, pre-production work, modeling, texturing, lighting, rendering and other skills essential to the industry.

Sep 2005 - Jul 2007

BTEC National Diploma Multimedia

Hackney Community College, London.

This course covered different course mediums such digital design, sound & music production, web design, 3D modelling and animation, and fine art.

Aug 2003 - Jun 2005

Homerton College of Technology

7 GCSE's including English, Maths, and Italian.