

Johan Erenius
FX Artist
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Projects

Disney Universe
Junior VFX Artist

The Great Bear (Esben Toft Jacobsen)
Junior 3D Artist

The Sorcerer's Apprentice (Jon Turteltaub)
FX Artist

Work

The Chimney Pot Sthlm
Freelance FX Artist
December 2011
Rigid bodies, Texture projection, Particle instancing, Lighting, Shading & Rendering.

Eurocom Developments
Junior VFX Artist
January 2011 – September 2011
In-Game effects for Disney Universe (Xbox 360, Playstation 3, PC and Wii)

King Edward Filmproduktion
3D Generalist, Illustrator
October 2010 – November 2010
The project was an information film for the company Trelleborg. I did integration of 3D for live-action, where I was responsible for my shots from beginning to finished product. I also was responsible for the look development of the illustrations and created several images.

Copenhagen Bombay
Junior 3D Artist
June 2010 – August 2010
Working on the feature film "The Great Bear", scene assembly & render wrangling.

Ghost VFX
Intern - FX
January 2010 – June 2010
Working on the feature film "The Sorcerer's Apprentice", doing environment and magic effects using particles, fluids and nCloth.

Gameport
Intern – Digital graphics
January 2008 – June 2008
Creating graphics and animations for educational children webgames and greenscreen games.

Education

IAA – Industrial Art & Animation – 3D visualization - JTH, Eksjö

3D visualization & VFX

2008 - 2010

- Summerproject: Stiga Visualization (Light, Shaders, PaintFX, Fur)

- Final Project: Desert Buggy (Learning Max with pFlow & FumeFX)

School of Future Entertainment, Digital Graphics, BTH, Karlshamn

Digital Graphics

2006 – 2008

- Game Concept Challenge: Concept Artist, assist Art Director, GDD-designer
(Drivers High)

Mönsteråsgymnasiet – Technology/Media

2003 - 2006

Other Courses

FXPHD RealFlow 5 Project Workshop

FumeFX Intermediate

Maya and Nuke Integration

Nuke Intermediate

Concept Art, HGO, Visby

2008 June - August

Software

Autodesk Maya

Autodesk Max

Next Limit Reelflow

Adobe Photoshop

Shotgun

Royal Render

The Foundry's Nuke

Language

Swedish (spoken, written)

English (spoken, written)

Selected recommendations from LinkedIn

“Johan worked at Ghost as an intern, but was involved in production work from day one. He showed a great attitude and work ethic. I can wholeheartedly recommend him to any future employer.” September 6, 2010

[Aksel Studsgarth](#), *General Manager / Owner, Ghost A/S*
managed Johan indirectly at Ghost A/S

“I worked with Johan on Sorcerer's Apprentice and he was a very positive and hard working team member. He delivered several FX elements for the movie and a lot of artists rallied solely on him to deliver on tight deadlines. I would definitely recommend Johan to any company looking for a talented artist.” September 4, 2010

[Richard Sällqvist](#), *Lead Compositor, Ghost A/S*
managed Johan indirectly at Ghost A/S

“Johan is a dedicated 3D artist who is not afraid to put time and effort into the work that he does. Johan has good social skills and a very humble attitude. He has, among other things, produced shots with complicated particle effects for feature films during his time at IAA. I would highly recommend Johan to anybody who needs a hard working and talented 3D artist.” August 9, 2010

[Sofia Delis](#), *Programme Director, Jönköping University-School of Visual Effects*
advised Johan at IAA - Industrial Art and Animation

References given by request