Csaba Foris <foriscsaba@gmail.com>

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Education

- Hungarian High School of Creative and Applied Arts (Képző és Iparművészeti szakközépiskola)
- Course in Character Animation at the Hungarian Animated Cartoon Studio (Pannónia Filmstúdió)

Work Experience

- Cameraman at the Hungarian Broadcast Television Studio (Magyar Televízió)
- Animator then Keyframe Animator at the Hungarian Animated Cartoon Studio (Pannónia Filmstúdió)
- 1993-2006 producing TV and cinema ad spots with CGI (some clients: HBO, Puma, Marlboro, Elektrolux, Salvequick, Vape, EGIS, Hell, Tiko Time)
- 1998- ingame CGI assets and cutscenes for videogames (heading CID Studio, then employed by Storm Region until that studios liquidation, then at a small studio, also doing outsourced CGI work for studio Digital Reality)

Skill Set

- Hand drawn graphics (pencil, pen, watercolor, oil painting)
- 3D object modelling, UV mapping, and texturing in Lightwave 3D
- 3D scene layout and lighting in Lightwave 3D
- 3D animation and character animation in Lightwave 3D
- 2D animation and character animation with or without CGI
- Storyboard creation and Concept Art
- 2D graphics and photo retouching in Photoshop
- Basic knowledge of ZBrush and Sony Vegas

About Me

My name is Csaba Foris. I work as an Animator/CGI Artist for over 20 years.

I was born in 1967 in Budapest, Hungary. I was learning at the High School of Creative and Applied Arts (Képző és Iparművészeti szakközépiskola). After school I was working as a cameraman at the Hungarian Public Broadcast Television (Magyar Televízió), shooting documentaries and teleplays. Then I completed a course in animation at the Hungarian Animated Cartoon Studio (Pannónia Filmstúdió), and got employed at the studio as a Lead Animator.

I started out as a professional CGI Artist in 1993, mainly producing TV and movie ad spots and opening titles until the mid-2000s. Some well known examples of my clients: HBO, Puma, Marlboro, Elektrolux, Salvequick, Vape, EGIS, Hell, and Tiko Time.

Throughout the last decade I produced animated cutscenes and CGI assets for various videogames.

I have over 20 years of professional experience working with Lightwave 3D. I am accomplished at every relevant task required for producing a complete CGI movie: object modelling, texturing, UV texturing, rigging, animation, FX, lighting, camera setup, and rendering workflows. Each component of Lightwave 3D is compatible with estabilished file and project formats for data exchange with other CGI apps, and I have work experience in heterogenous CGI environments/workflows.

I posess high level skills in freehand graphics and in using PhotoShop, and basic skills in Zbrush and Sony Vegas. My work experience includes Concept Art design and producing Storyboards. My first hand experience with pre-CGI animation and as a cameraman comes handy as a CGI Artist. Photography and cinema are my personal hobbies.