

Pavel Cucka – Curriculum Vitae

Identification

Pavel Cucka
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Main skills

Matte painter, Concept artist, 2D&3D artist, Composer

Languages

Czech
English

Past projects

2013

Digital artist (freelance)

The Secret Garden Party website ([Atomic Arts](#))

2012

Digital matte painting (on-site)

World Without End, A Good Day to Die Hard, Labyrinth ([UPP](#))

Digital matte painting (freelance)

Bank Asya commercial ([IDA Pictures](#))

Digital art and concept art (freelance)

Poster design ([Isis Design Studio](#))

2011

Digital matte painting (freelance)

Documentary Stephen Hawking's Grand Design ([Atomic Arts](#))

Digital concept art (freelance)

Voice from the dust movie ([Griffiti Studios](#))

Digital matte painting (freelance)

Feature film Hotel Lux)

Digital matte painting (freelance)

Documentary Germany from Above)

Digital art and concept art (freelance)

Game "Secret of the Pendulum" ([Games Cafe](#))

Digital art and concept art (freelance)

Various 2D artwork ([Fanatic Games](#))

2010

Digital matte painting (freelance)

Feature film *Season of the Witch* ([UPP](#))

Digital matte painting and animation (on-site)

Seven Ages of Qatar documentary ([Prime Focus London](#))

3D stereoscopic matte painting shot (freelance)

Feature film *Hurveenek 3D* ([Rolling Pictures](#))

Matte painting and layout design (freelance)

Various 2D work for *Jewel Quest 5* game

Matte painting and compositing (freelance)

Lead matte painter for a short movie "The Phonecall"

2009

Matte painting and textures (freelance)

Background images for in-game use ([Outso](#))

3D matte painting (freelance)

Complex one-minute long 3D environment animation (Genom)

Concept art – environment design (freelance)

Level development for game ([Perpetual FX Creative](#))

2008

Matte painting, concept painting, compositing (freelance)

Complex animated shots for a fantasy movie *Carpe Diem* using camera mapping techniques

Matte painting / texture painting (freelance)

High-resolution panoramas for in-game use([Outso](#))

Concept painting and visual supervising (freelance)

Designing levels and props for a game and supervising the modelers.

([Perpetual FX Creative](#))

2007

Matte painting, concept development (freelance)

Santa Ana night city visualization

(Wicked Liquid FX ; Merit/Andrew ; NDC Skyline Associates, LLC.)

Concept design (Freelance)

Environments and level design development
(Perpetual FX Creative)

Texture painting, Matte Painting (freelance)

Environments and level backgrounds and textures
(Perpetual FX Creative)

Matte painting, concept painting, compositing (freelance)

Creating complex animated shots for a fantasy movie **Carpe Diem**

2006

Matte painting, texturing, vfx consulting (freelance)

The Domination short movie (Babun film)

Personal projects - studying and exploring visual arts

Atlantis - The Breathing city - matte painting

Awards

First place (2009) in CG Tantra matte painting challenge - The Lost World matte painting

Judged by Frederic St. Arnaud and other artists

Inclusion (2008) of my Atlantis matte painting in a Ballistic Publishing title - d'artiste: Matte Painting 2

Third place (2006) in the Atlantis matte painting challenge on CG Society

(Judged by Dylan Cole, Chris Stoski and Alp Altiner)

Publicity

Series of educative articles - Grafika.cz

Matte painting article - Lightgarden.cz

Making of article - CG Tantra.com

Software Experience

Adobe Photoshop (Expert knowledge)

Maxon Cinema 4D (Extensive knowledge)

Adobe After Effects (Extensive knowledge)

Autodesk 3ds Max (Basic knowledge)

Autodesk Maya (Basic knowledge)

Eyeon Fusion (Basic knowledge)

Background

6 years of visual arts education on Primary School of Arts in Hodonin.

Currently studying architecture in Brno.