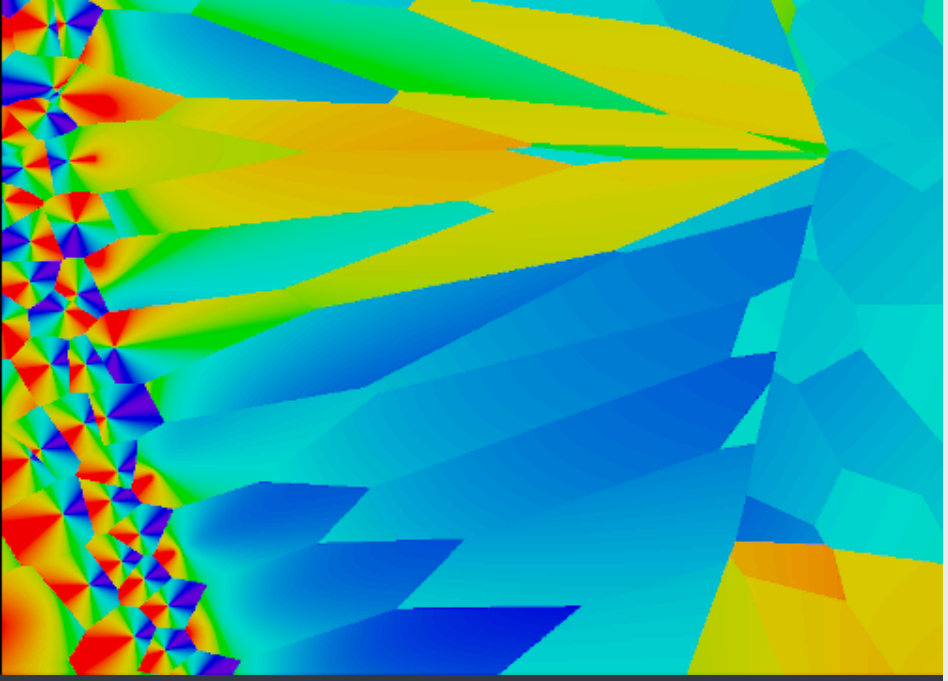


Technical 3D Artist

Procedural Modeling

Rendering and Texturing

Tool Building and Automation

CV

Dipl.-Ing. Konstantin Magnus Lucke
* 29.1.1985 in Bonn, Germany

Work

2022 - 2023	**Technical Artist**: Houdini Procedural Modeling, Synthetic Data for ML Google LLC (AR), Mountain View, CA (Remote Freelance)
2012 - 2022	**Research Assistant** at CAD Lab: 3D Scanning/Printing, VR Faculty of Architecture and Urban Planning, University of Stuttgart, Germany
2018 - 2020	**CGI-Specialist** / Pre-Development: PBR-3D-Scanning Carl-Zeiss-AG, Oberkochen, Germany
2012 - 2018	**Freelance 3D Artist** and Trainer, Stuttgart, Germany Architectural Visualization and Product Commercials
2010 - 2012	**3D Artist**: Architectural Visualization Formstadt Architekten und Ingenieure, Munich, Germany

Education

2005 - 2010	Study of Architecture, Diploma of Engineering Faculty of Architecture and Urban Planning, University of Stuttgart, Germany
2001	Autumn Term in Rydal-Penrhos, Boarding School in Colwyn Bay, Wales UK
1995 - 2004	Collegium Josephinum Bonn, Germany (High School)

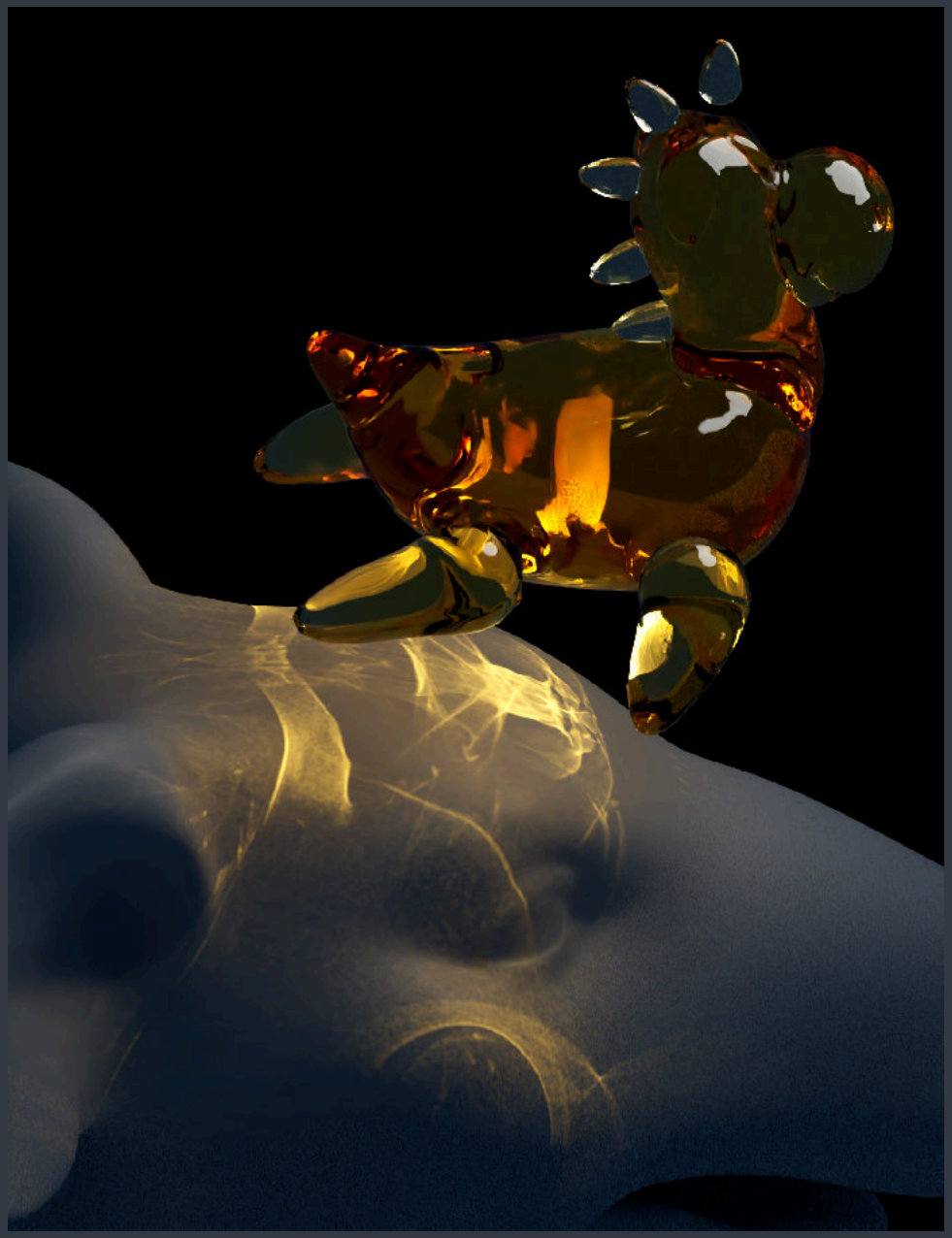
Skills

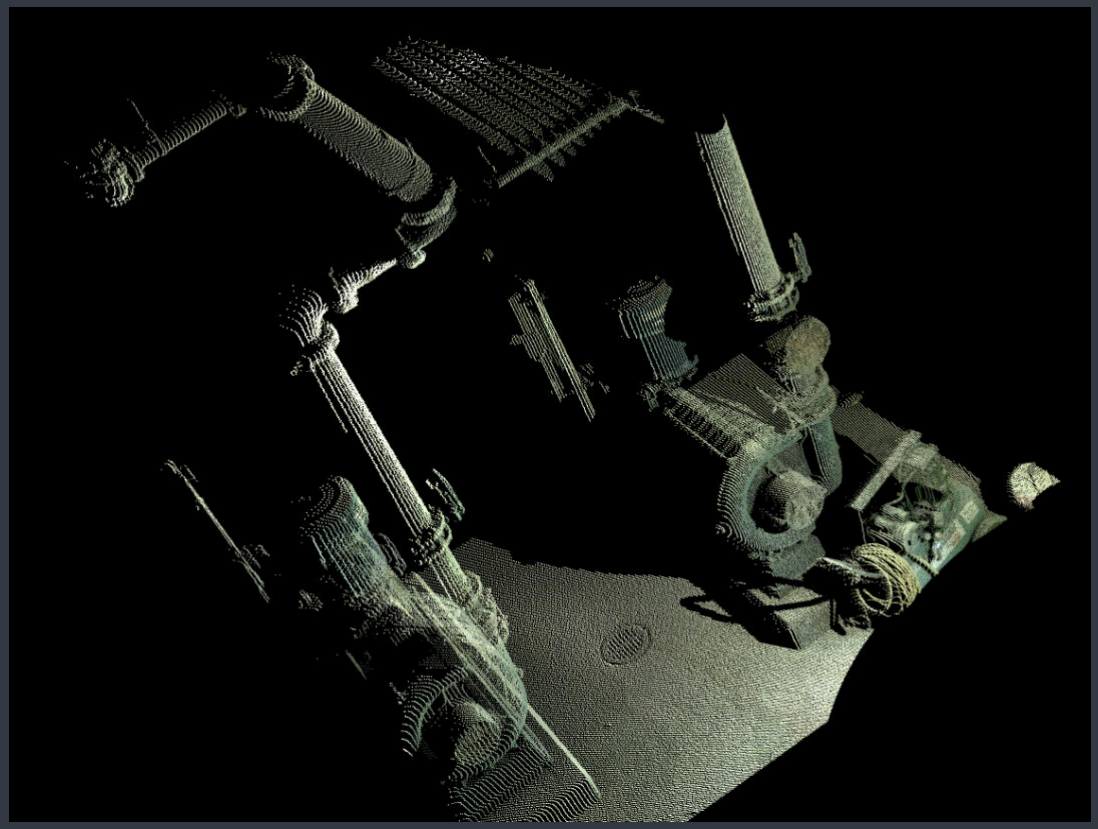
Houdini	Procedural Modeling, Texturing, Rendering, USD, PDG / Automation
Programming	VEX, Python, OpenCL

Contact

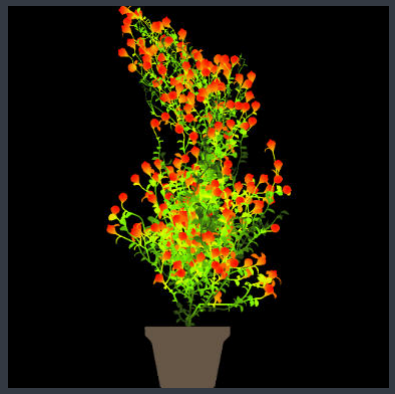
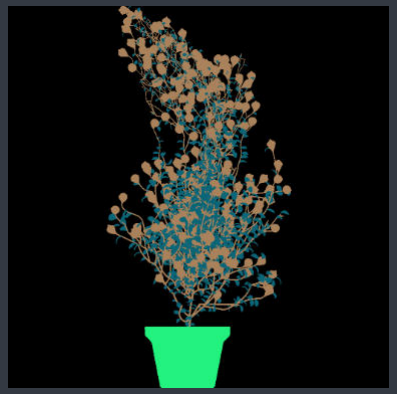
Adress:	Dipl.-Ing. Konstantin Magnus Lucke Mozartstr. 23 73525 Schwäb. Gmünd Tel: 0170-9626553
Mail:	km@konstantinmagnus.de
Website:	www.konstantinmagnus.de
Vimeo:	vimeo.com/konstantinmagnus
Youtube:	youtube.com/konstantinmagnus
Houdini:	**https://procegen.konstantinmagnus.de/**
LinkedIn:	linkedin.com/in/konstantin-magnus-lucke/

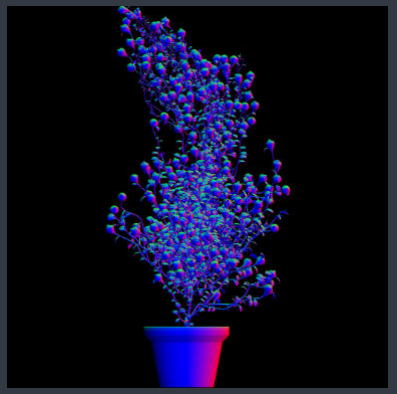
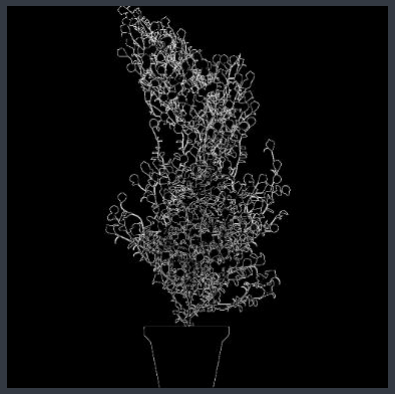
Point Clouds // Caustics maps solver using VEX, Scanning Data Import using Python





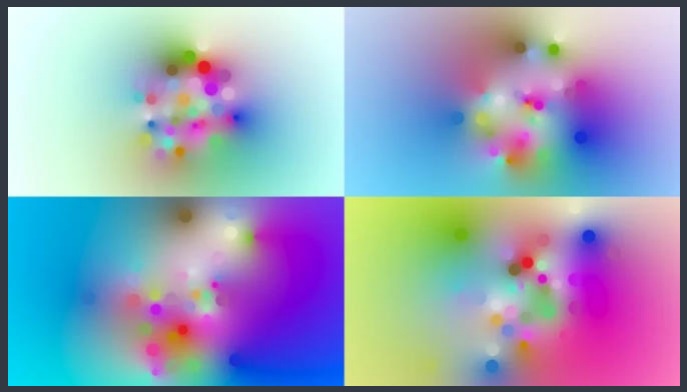
Training Data // Custom raytracing and image segmentation for Machine Learning / AI.

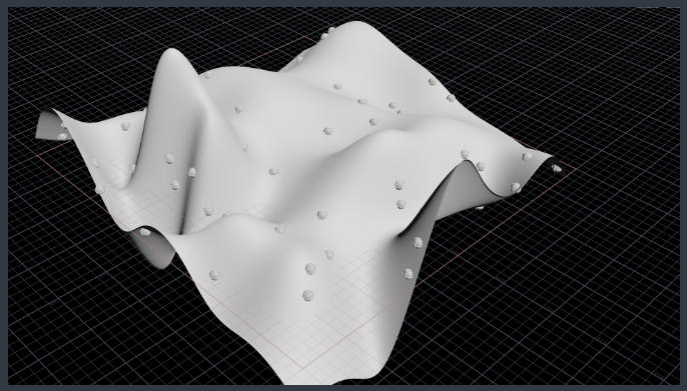



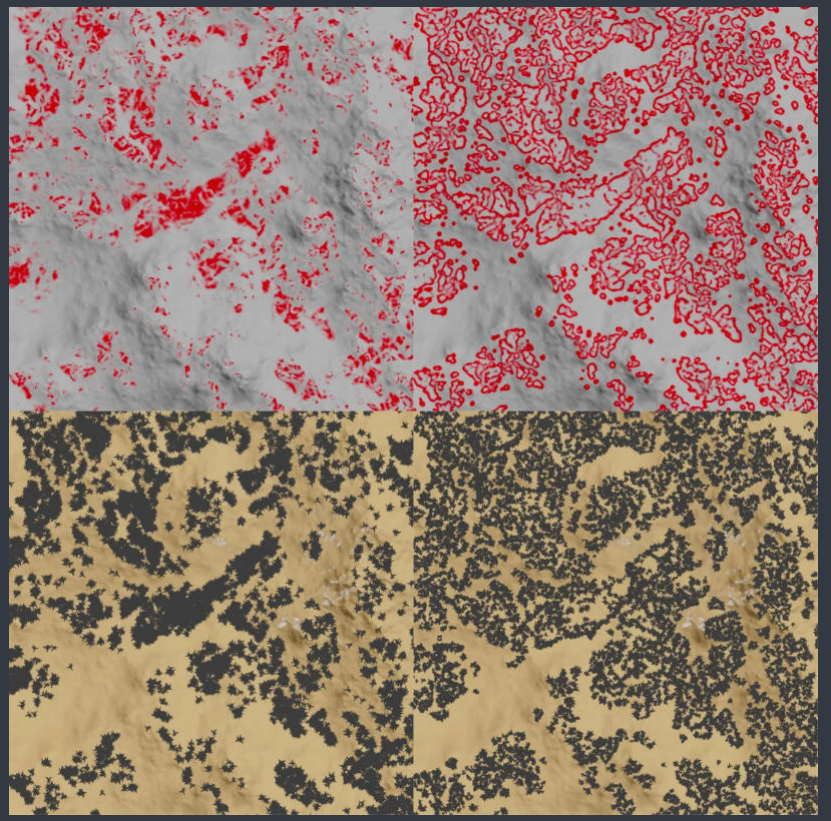



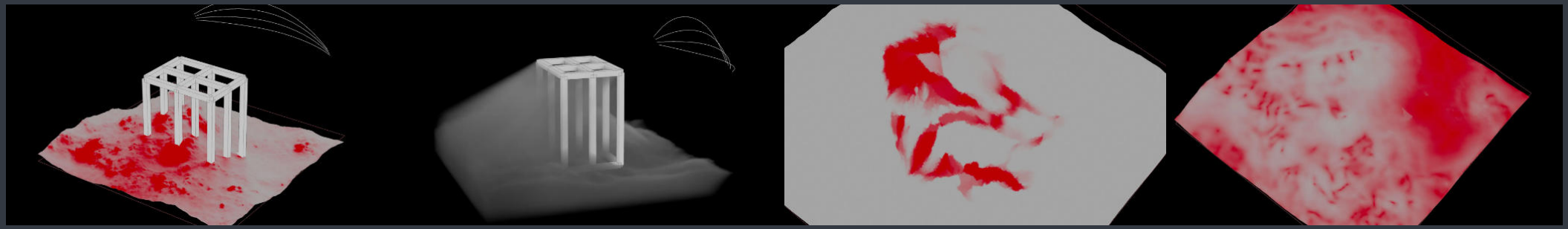


Terrain Building // Multivariate interpolation from landmark points, plants dispersal simulation and custom mask solvers.

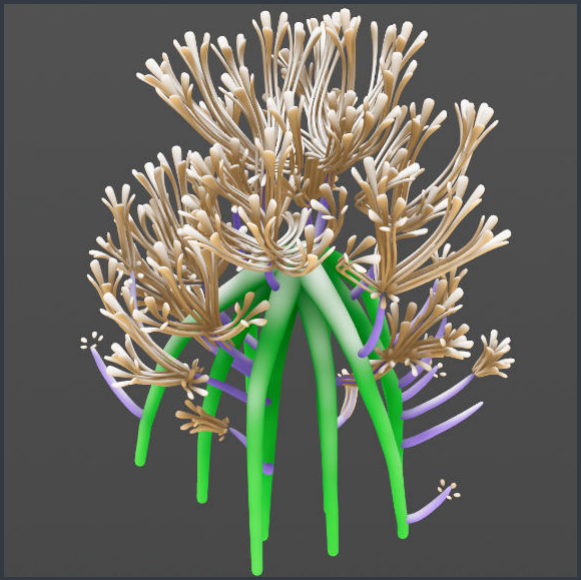


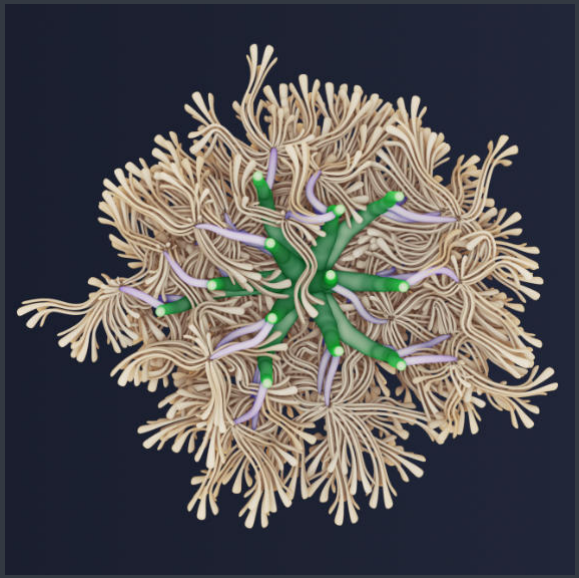


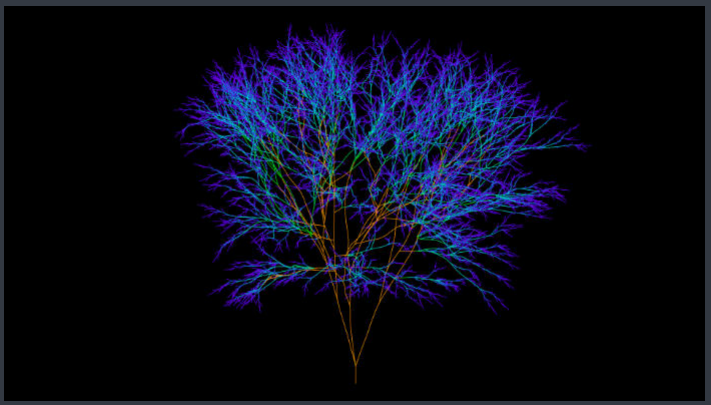


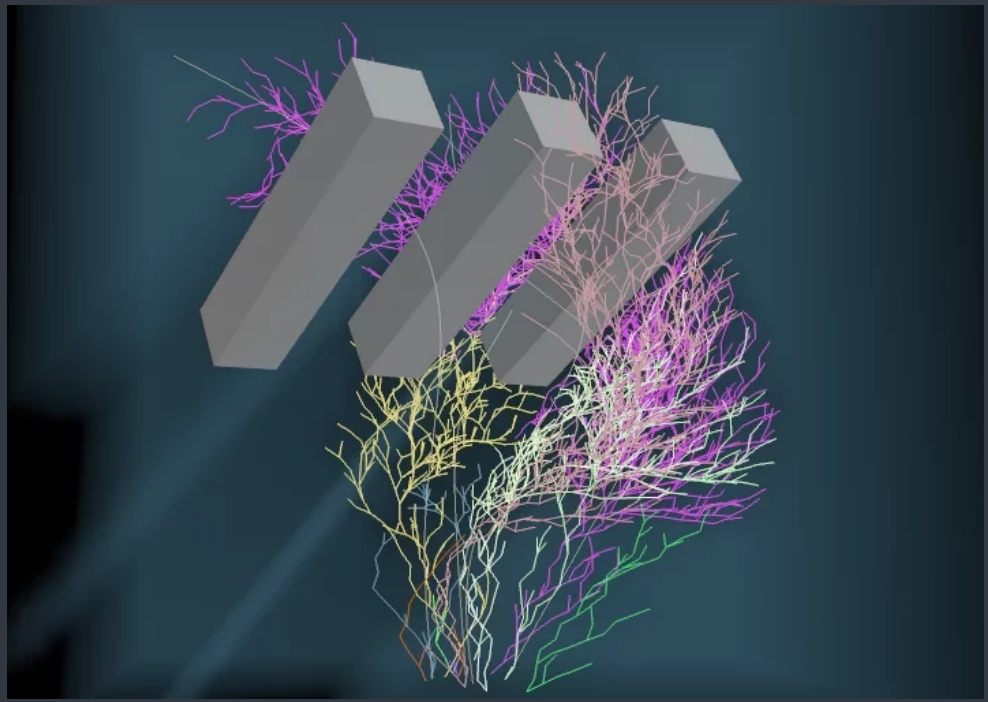


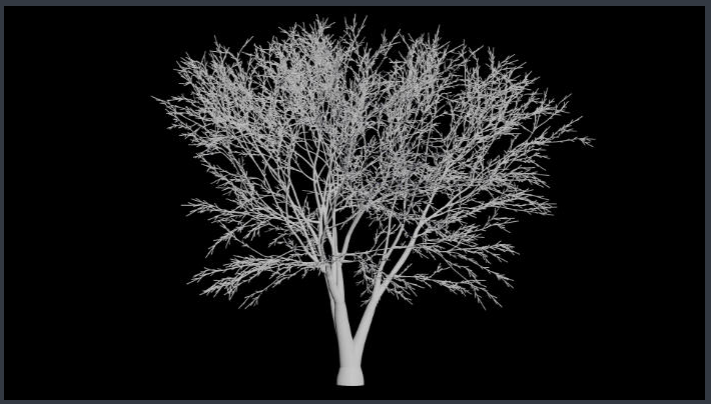
Tree Networks // Light-guided networks using volume advection, analyzing/traversing networks for clustering and geometry reduction.

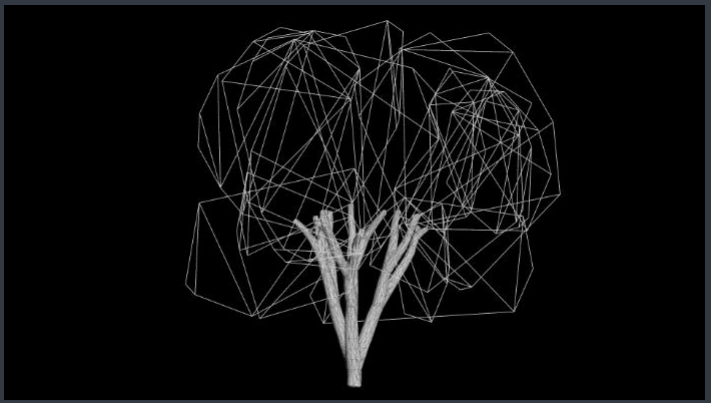




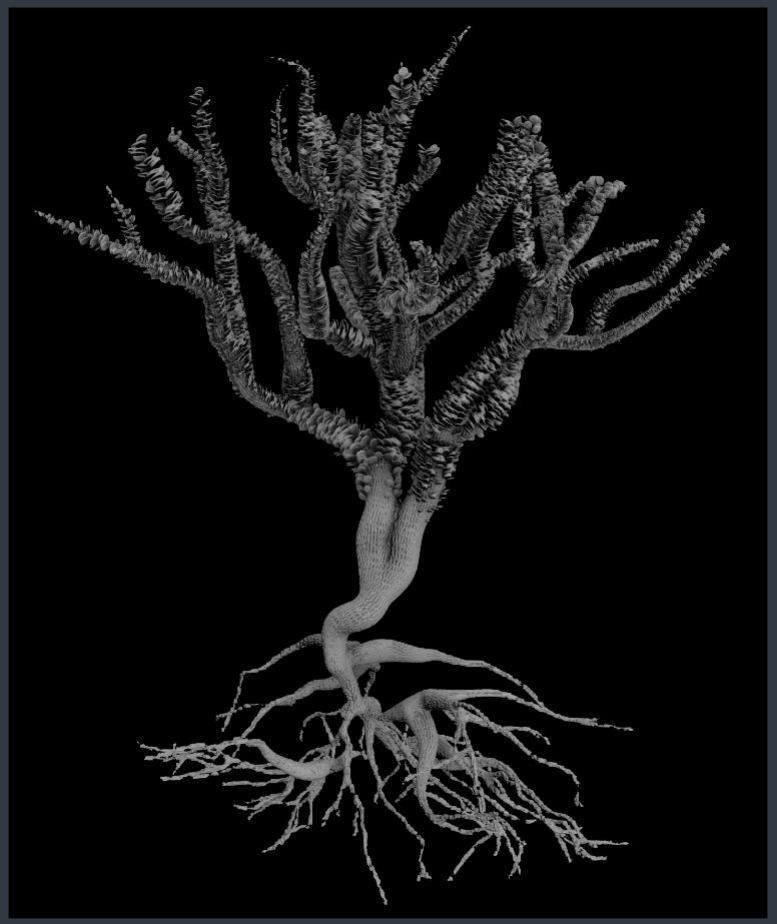


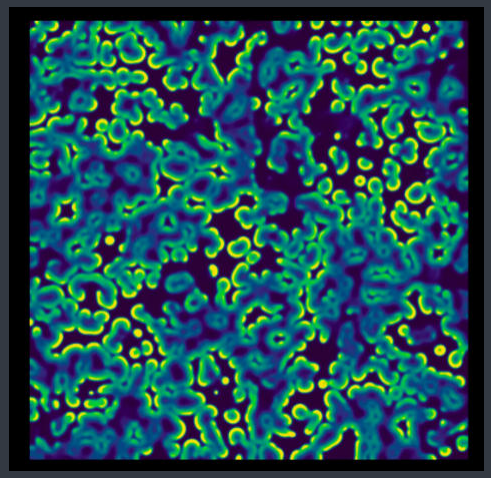


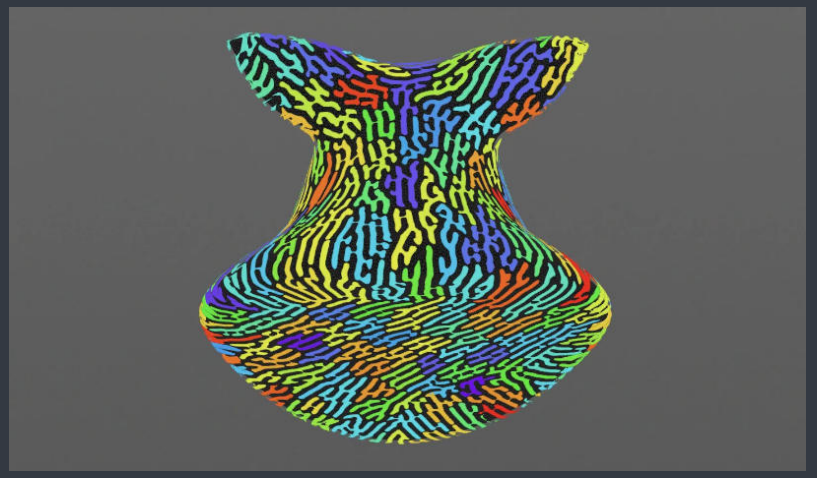


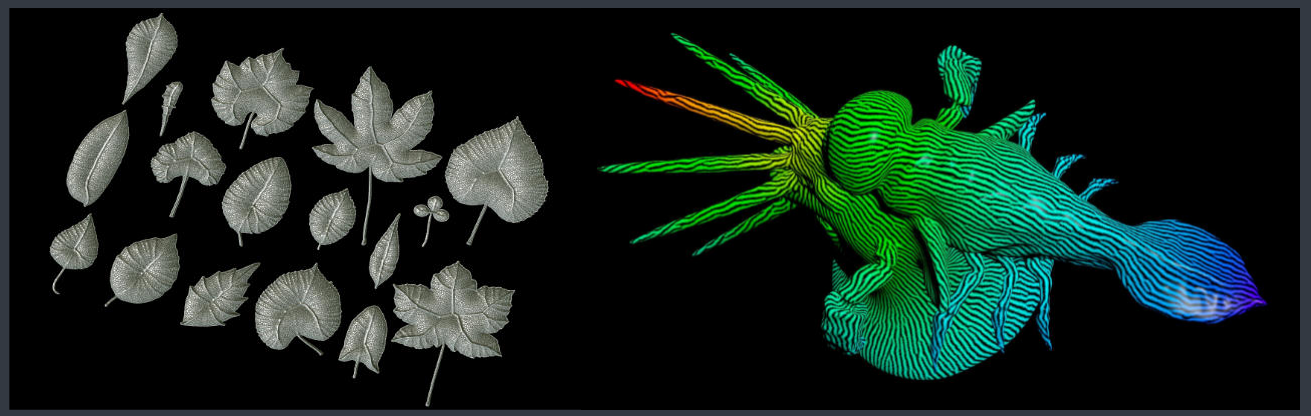


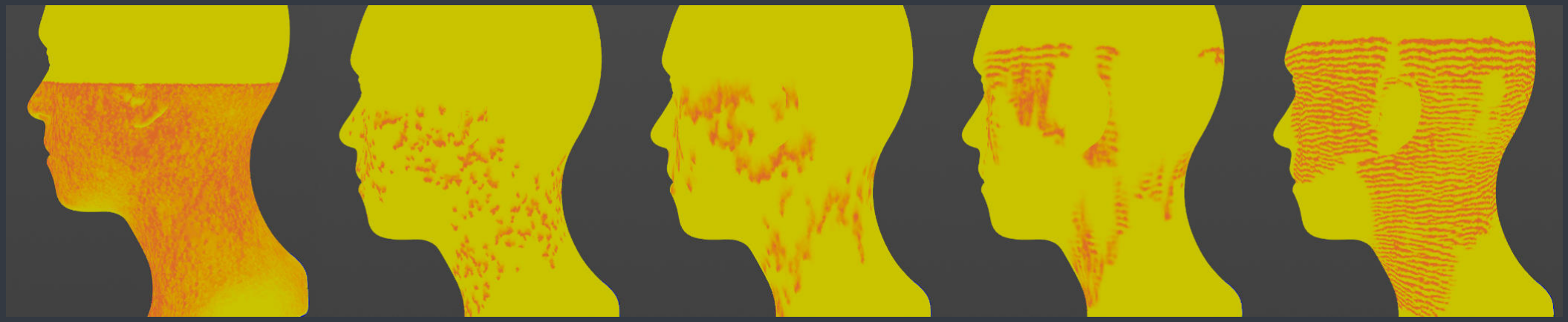
Surface Structures // Field guided, weighted reaction diffusion for displacements based on surface properties.



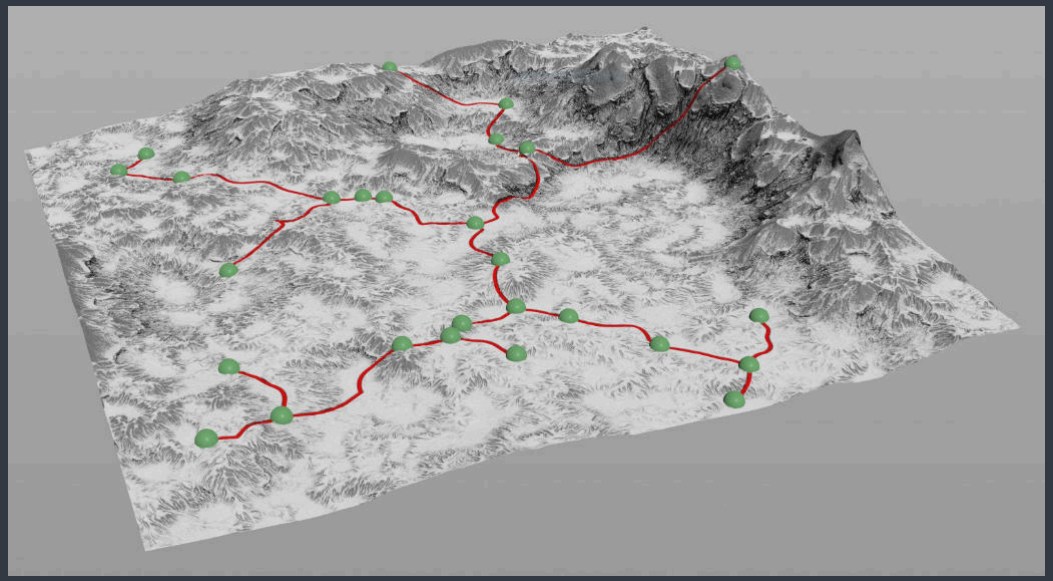


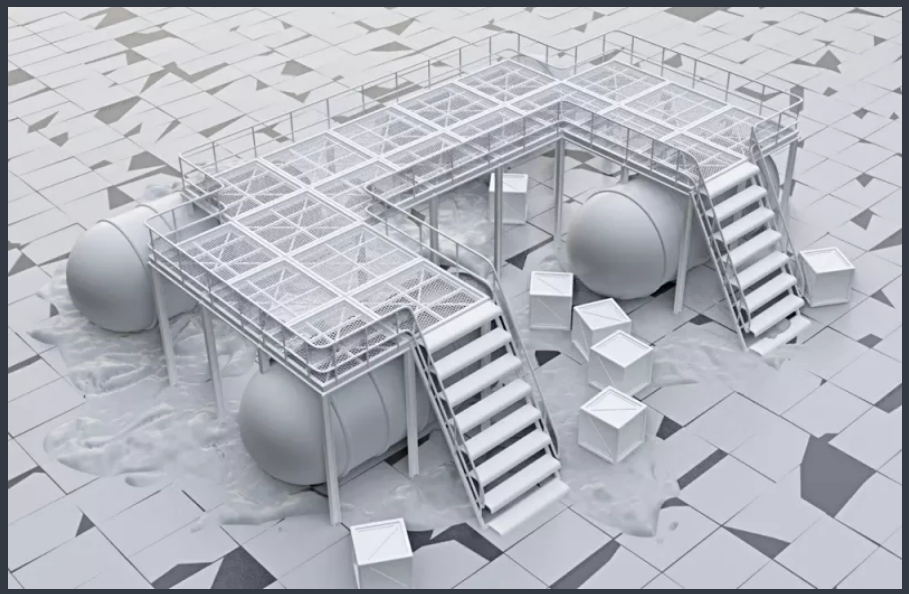


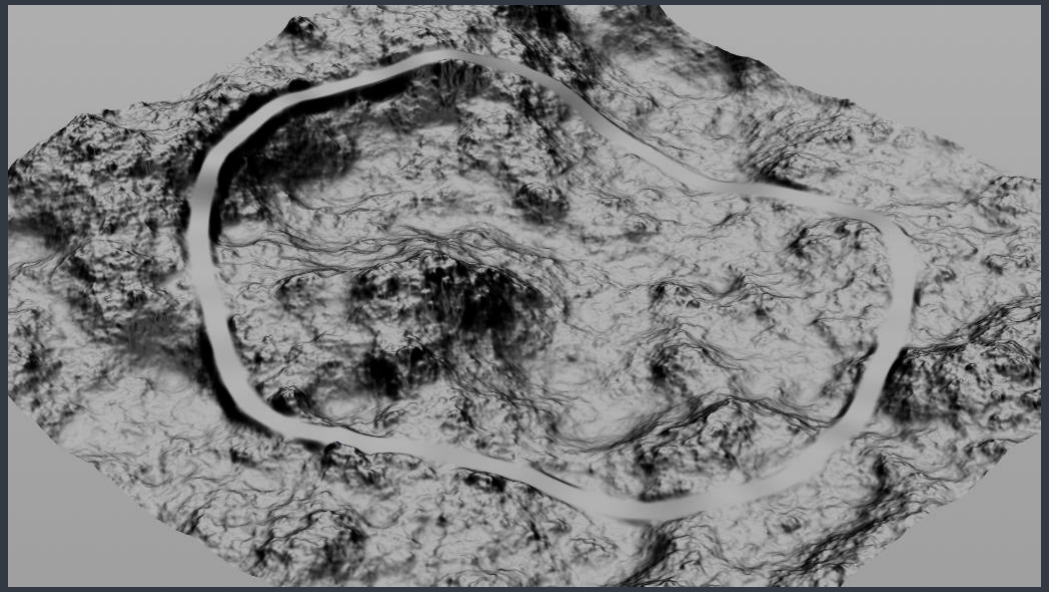


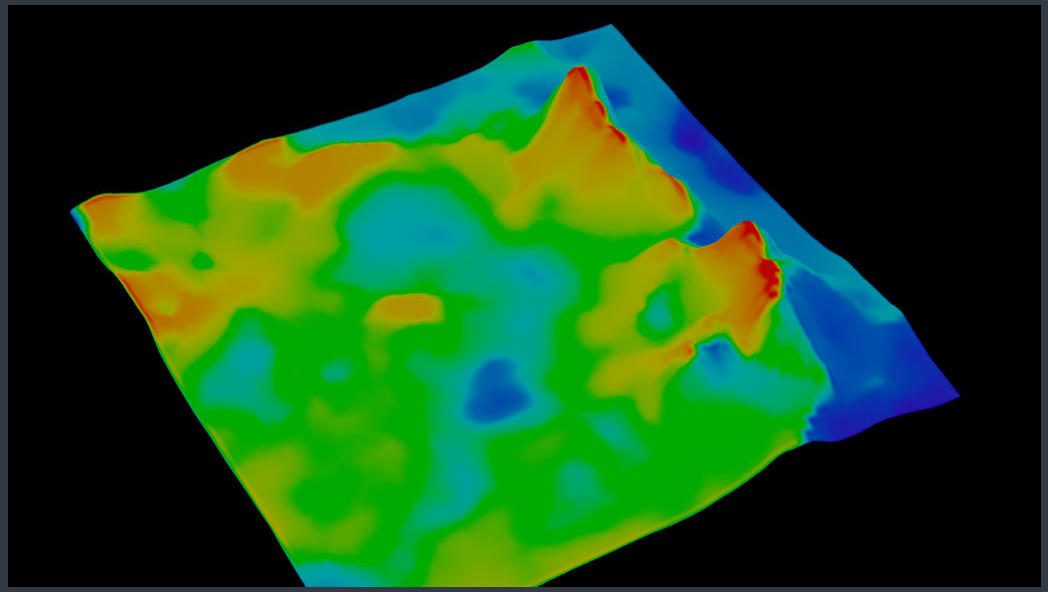


Road Networks and Modules // Minimal spanning networks, terrain-blending roads, modular buildings, visibility maps.

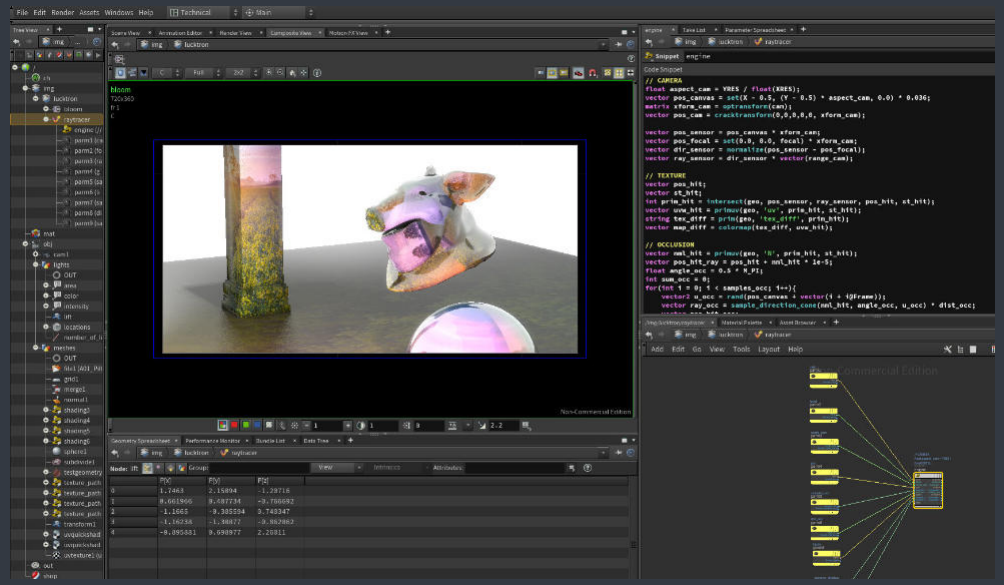


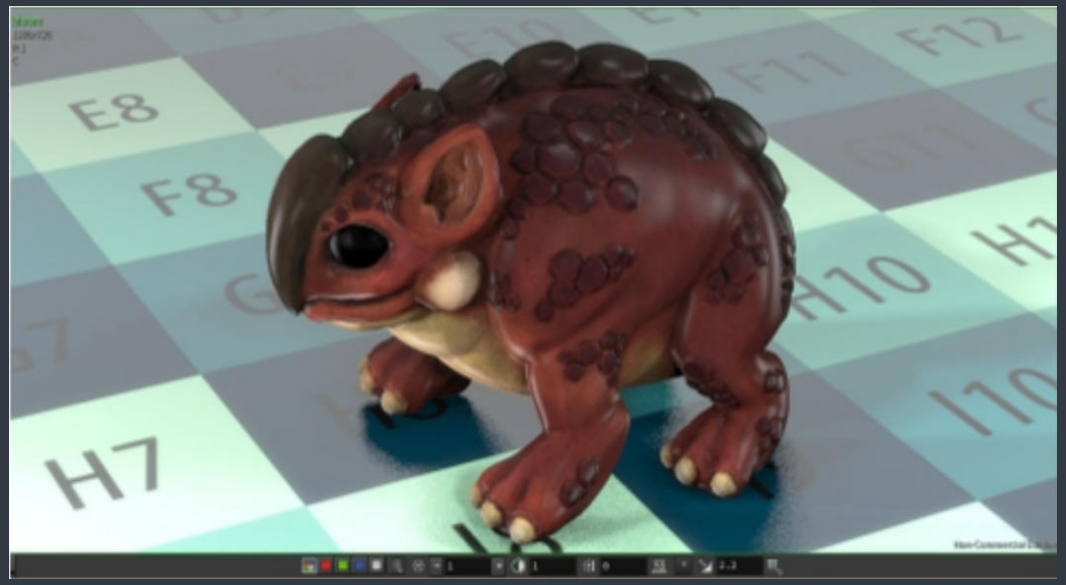


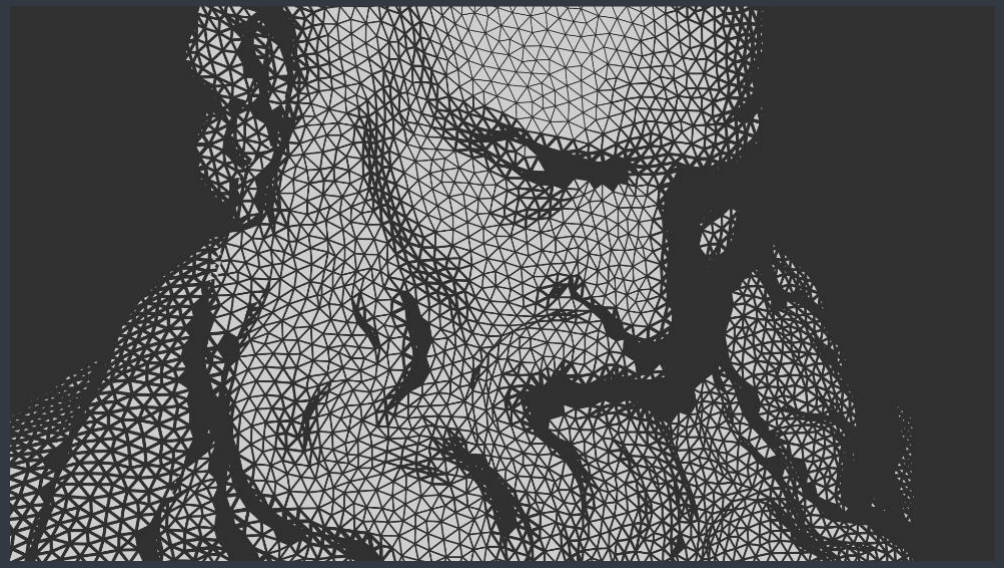


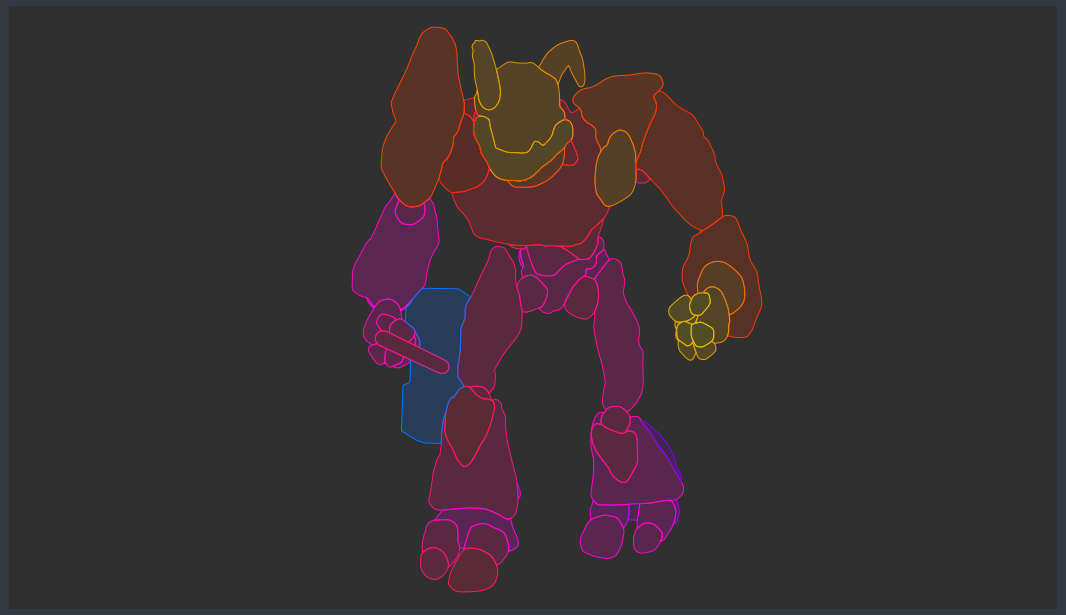


Custom Raytracing // Raytracer in COPs, Shaded 2D triangles for plotting, Python SVG export for websites.

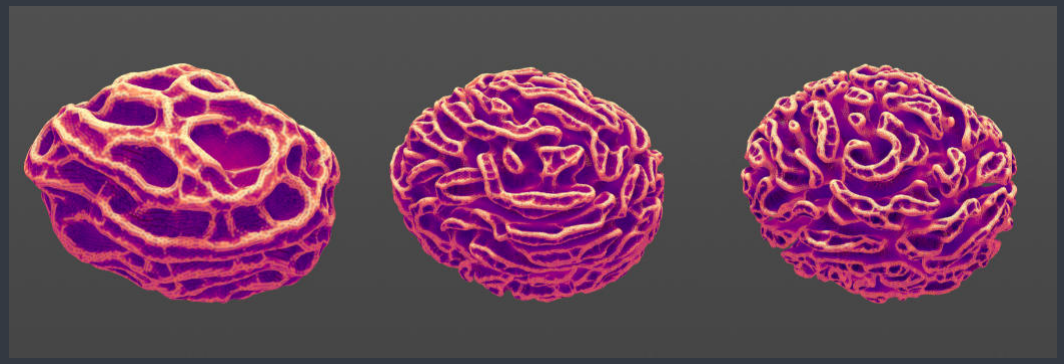


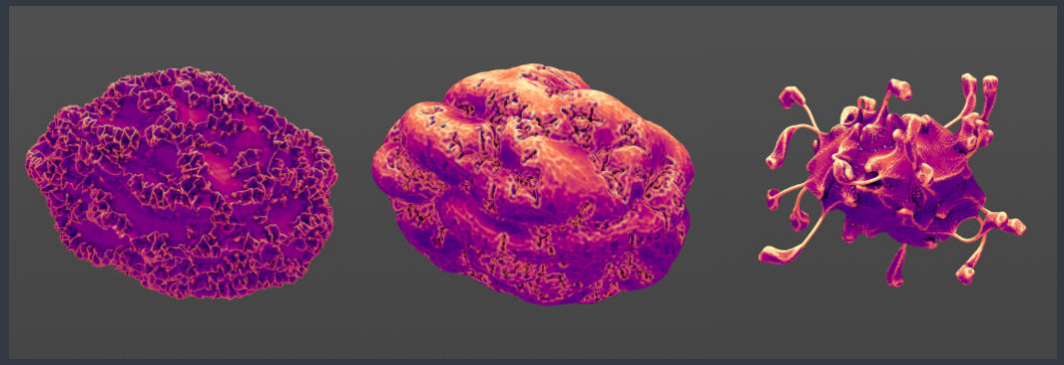


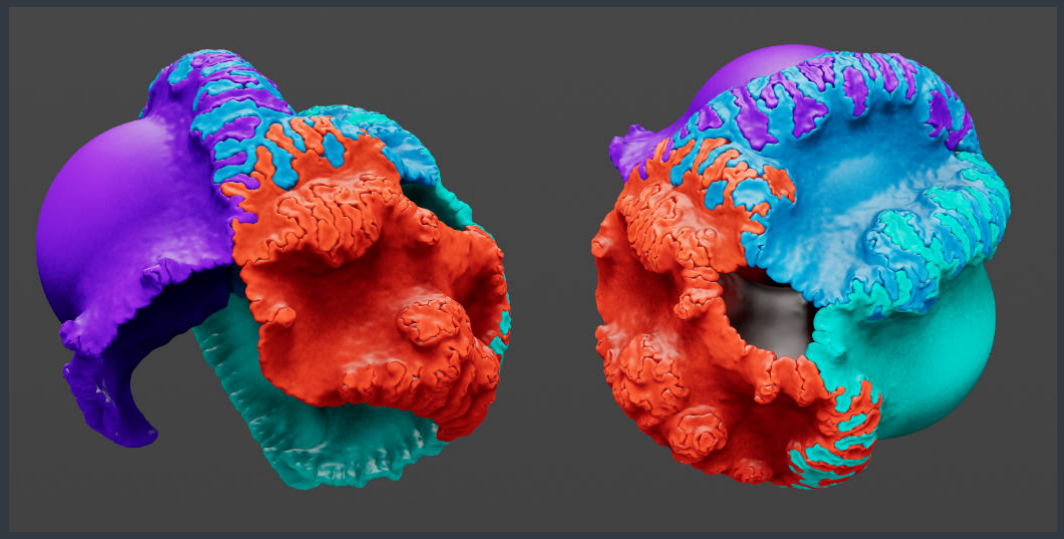


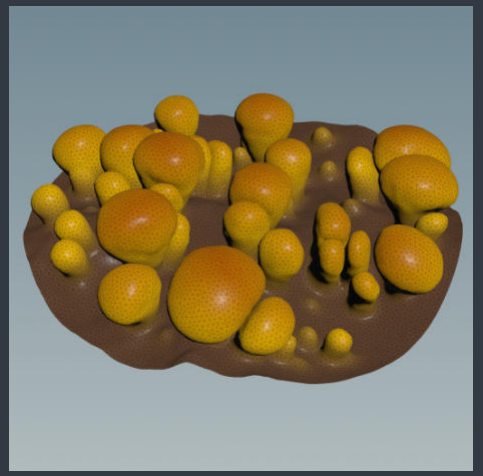


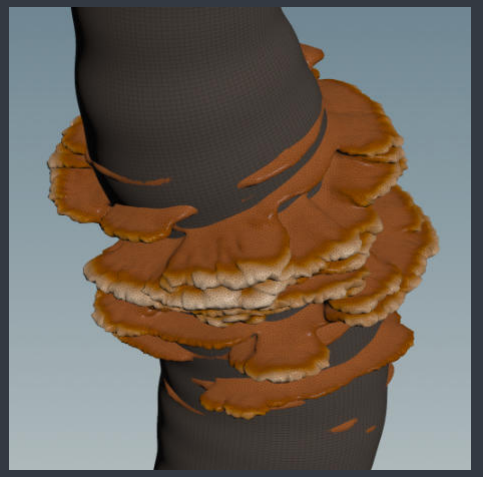
Mesh Displacements // Iterative growth on mesh surfaces.

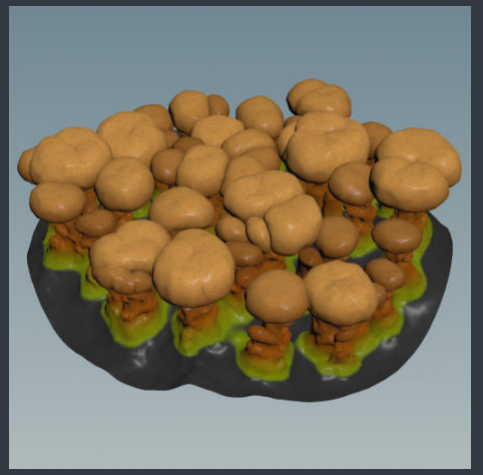




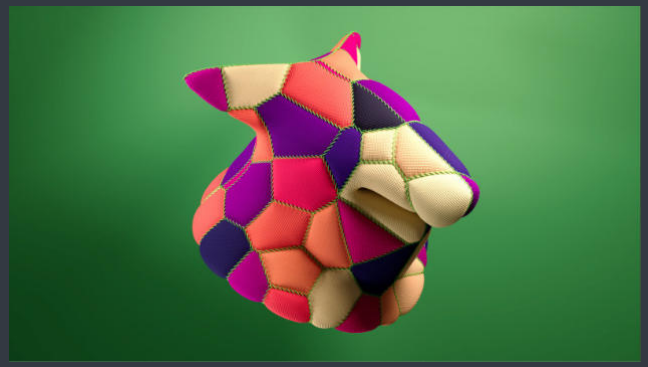


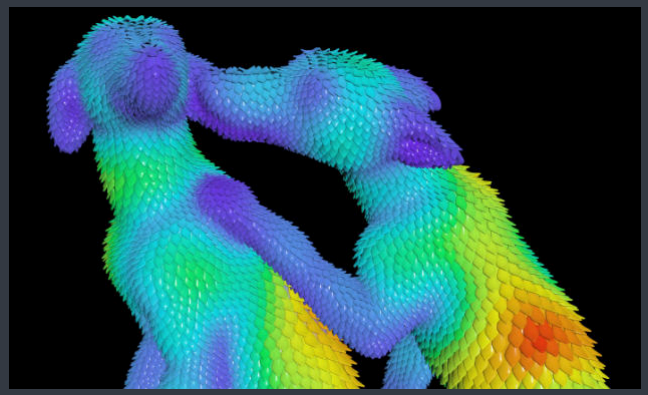


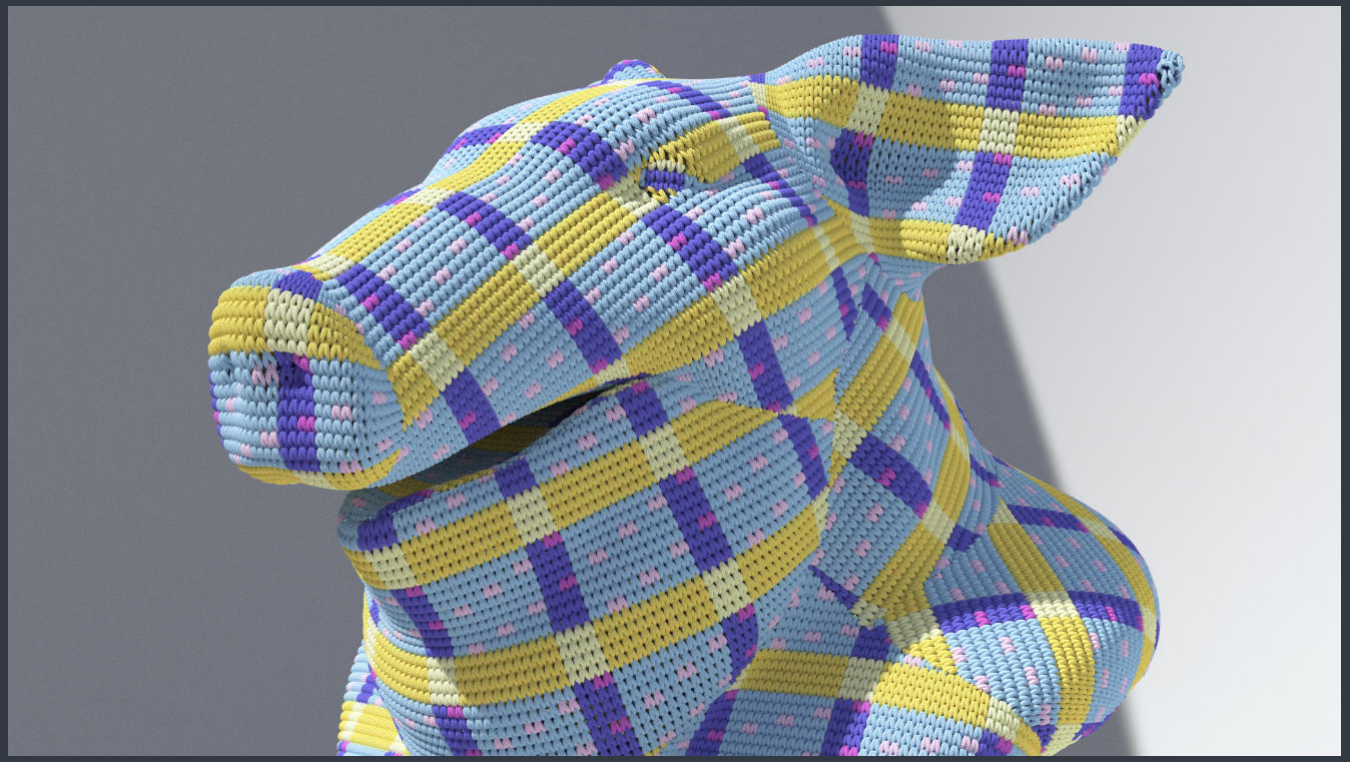


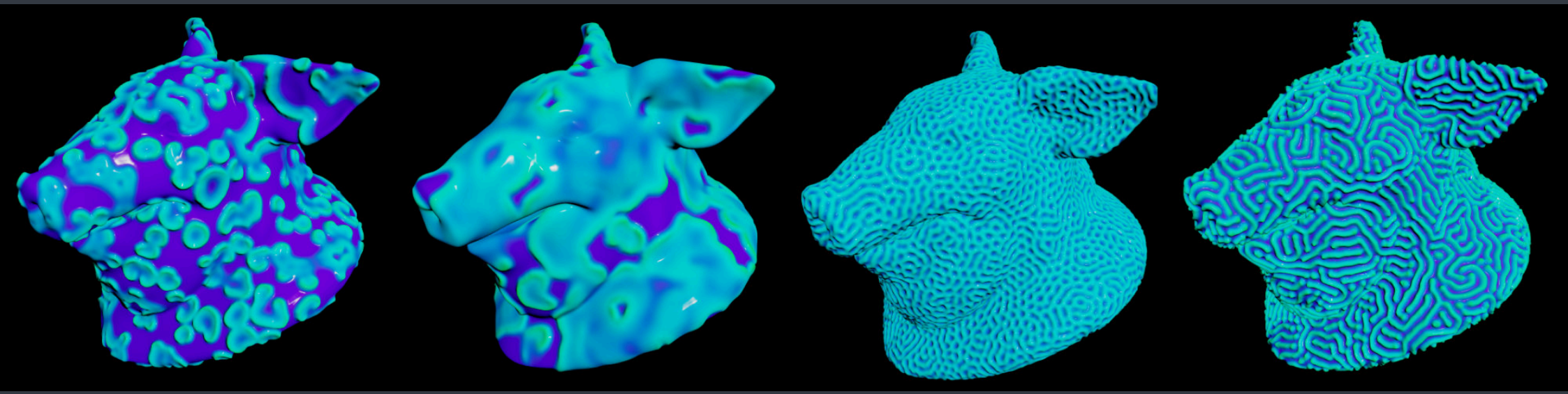


Surface Population // Stitching voronoi patches, distributing scales, weaving patterns and reaction diffusion.

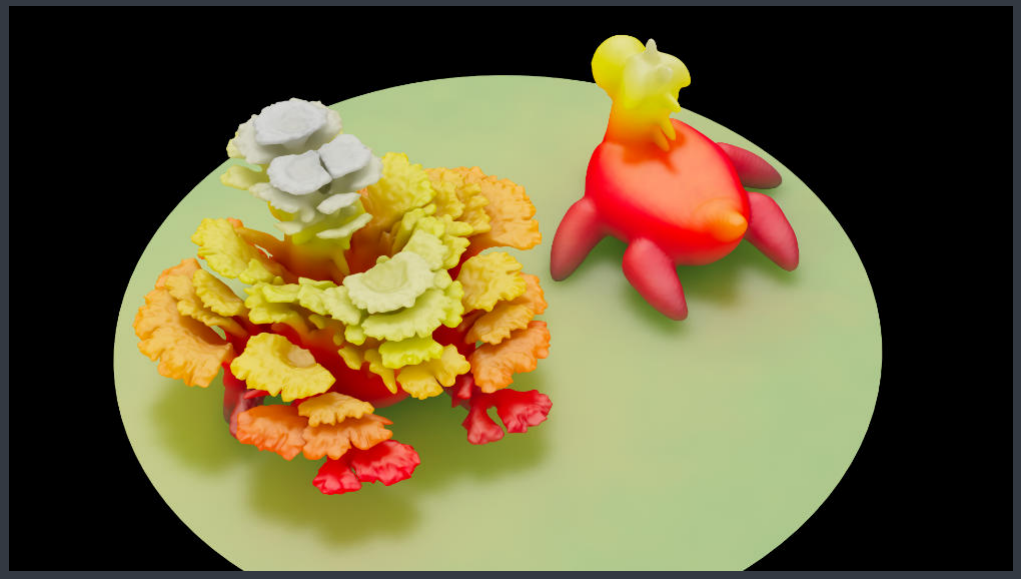


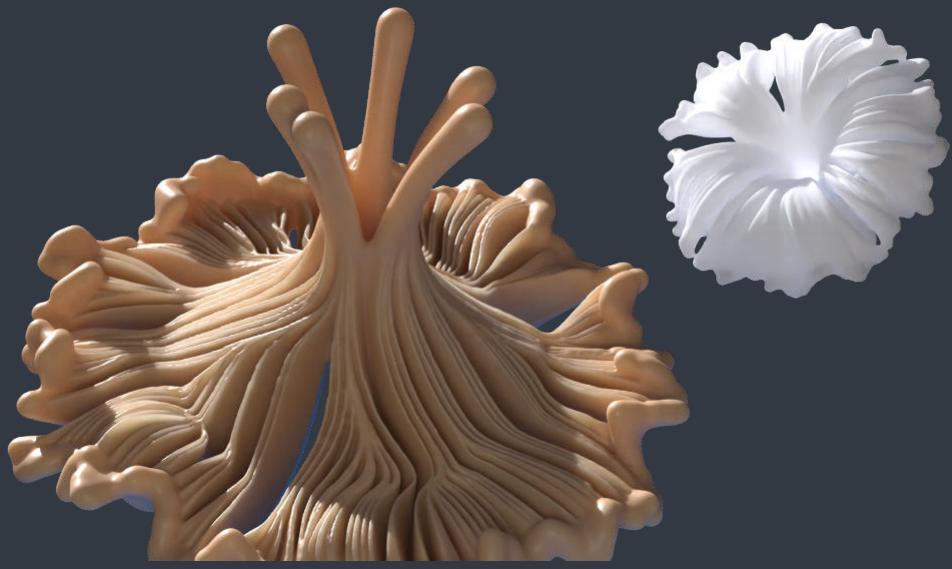




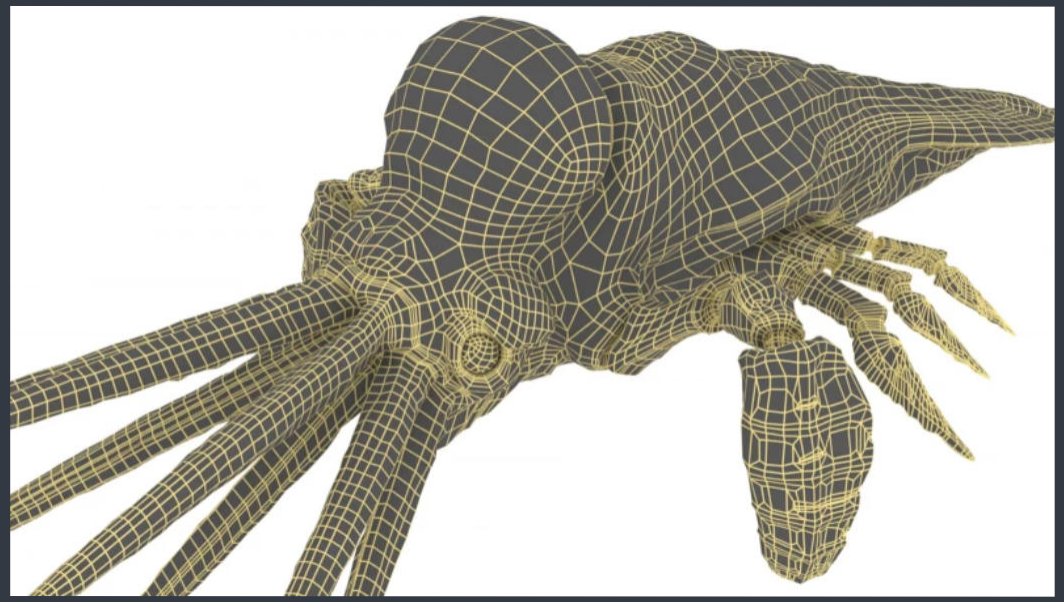


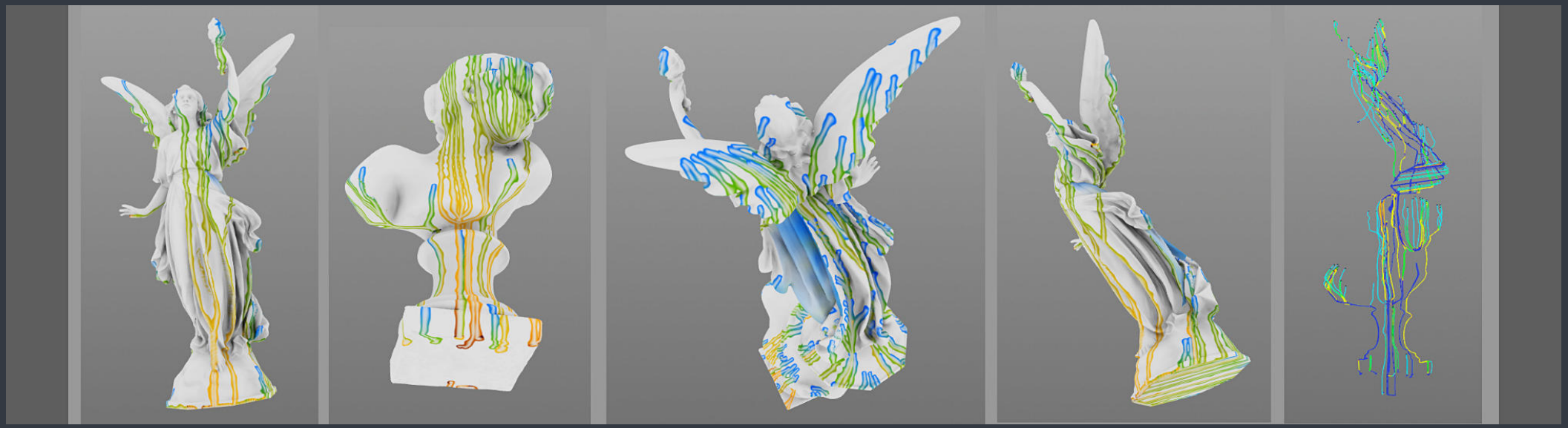
Organic Surfaces // Liquid shapes without simulation, organs and plant growth setups.



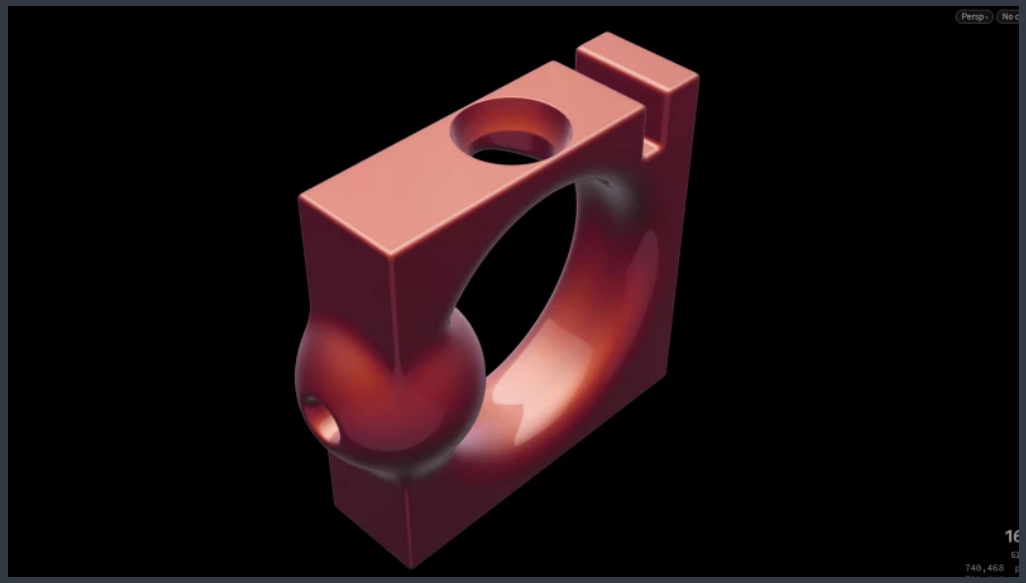


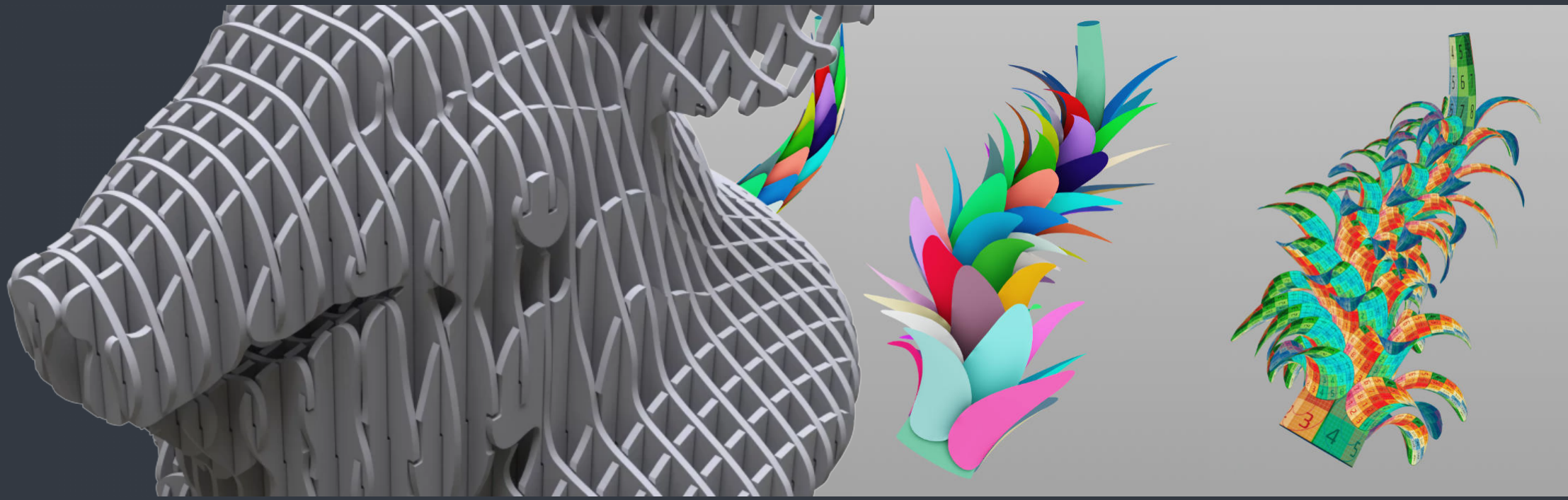
Texture Generators // Paint and drip solvers, Mantra wireframe shader.





Tool Building // SDF smooth booleans, image to oil painting converter, geometry conversion, plant rigging.





Contact // Konstantin Magnus Lucke km@konstantinmagnus.de www.konstantinmagnus.de