

STIJN WINDIG

Date of birth: 16 juni 1974
Place of birth: Haarlem
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SUMMARY

Enthusiastic, driven 3D / Concept artist with a background in traditional media. Graduated at the Royal Academy of Arts in the Hague majoring in Fine Arts. Afterwards gained a Master degree at the Academy of Arts in Utrecht on the subject of Image and Media Technology.

15+ years of experience in Concept art, Illustration, 3D animation and digital content creation.

My goal is to continually improve as an artist, and push myself and others around me to create beautiful things.

I am available for freelance opportunities, contract work, and full time employment.

WORK EXPERIENCE

I'm currently a full time freelance concept artist. I work on animation and feature film, VR, video games, pitches, card games, commercials, and books.

2013-now	Freelance independent concept / 3D artist
2013-2016	Teacher 3D animation at HKU Art academy.
2012-2013	Senior Artist/ project leader / concept artist at NMTrix Animation Studios
2001-2011	Founder / Lead Artist Lemonade Animation
1999-2001	Animator and graphics artist at IJsfontein Interactive

EDUCATION

1996-1999	Academy of Arts in Utrecht, Image and Media Technology, Master degree in Interactive Media
1992-1996	Royal Academy of Arts in the Hague, majoring in Fine Arts
1986-1992	VWO / Montessori Lycaemum Amsterdam

SKILLS

- 2D / 3D concept art / visual development
- Illustration
- 3D modeling
- 3D character animation
- 3D Shading /lighting
- Compositing
- Storyboarding
- Motion Design
- Direction
- Project Management

ONLINE:

<https://www.stijnwindig.com>

<https://nl.linkedin.com/in/stijnwindig>

<https://www.artstation.com/artist/stijn>

SOFTWARE

- BLENDER 3D OCTANE REDSHIFT MAYA ZBRUSH MODO
 PHOTOSHOP PROCREATE SUBSTANCE PAINTER ADOBE MEDIUM (VR) GRAVITY
 SKETCH (VR) AFTER EFFECTS BLACKMAGIC FUSION

CONCEPT ART / ILLUSTRATION HIGHLIGHTS

- 2020: WVO: styleframe concepts for undisclosed project, client: PlanetFX.
2020: N10: styleframe concepts for feature film, client: PlanetFX.
2020: Concept art and illustration for 40m. screens at Electronic Daisy Carnival Las Vegas.
2019: Concept art for <http://www.spotpost.co.uk> designing robot lion for Embraer aerospace company
2019: TOTEM: styleframe concepts for feature film, client: PlanetFX.
2019: Concept art for Manglemorph D6 Decimators mixed reality project.
2019: Game card Illustration for Dark Smile productions.
2018: Matte Paintings and 3D production for RERUNS: Short film by Rosto AD.
2017/2018: Concept art for Mind My Gap: feature film directed by Rosto AD.
2017/2018/2019: Concept art and game art for BRUUT: mobile strategy game.
2017/2018: Concept art for BATAVIA: international film production.
2017: Concept art and visual development for 'Octavus': 3D projected feature.
2017: Artwork for TINKER: drawings of Viking gods used in museum.
2017: THE CLEANER: poster for horror movie produced by Jan Doense/ House of Netherhorror.
2017: THE ABDUCTEE: poster for horror movie directed by Nick Jongerius.
2017: MIND MY GAP: Concept art for Feature film, directed by Rosto AD.
2016: STORM: styleframe concepts for feature film, client: PlanetFX.
2016: Olivers Travels: Beatboard for feature animated film, client: Zoho studios.

ANIMATED SHORTS DIRECTION AND ANIMATION

- 2016 **Dead Wrong**
Short animated film, co-funded by the Dutch film fund, produced by Richard Valk Productions.
- 2013 **Leader Klik! Amsterdam Animation Festival**
- 2011 **Jacob's Lament**
short 3D animation coöperation with illustrator Ian Miller, personal production shown at several festivals
- 2010 **Night of the living Chocolate**
3D stereoscopic film by order of Roshen, shown at several festivals
- 2005 **A Monkeys 's heart**
Complete production from storyboard to film, shown on television and several festivals. Produced by Fantavision
- 2003 **Tinny Tom and the Magic Box**
Short film by order of Beerens & van Dijk
- 2001 **Robots.** Short film, co-financed by VPRO television. Shown on TV and festivals.
Short film by order of VPRO television, shown at several festivals

SERIES / TVC

- 2013: "Tumbles": Direction of the NMTRIX animation team for animated children's series, produced by Il Luster productions by order of the KRO tv channel.
- 2012 Commercial and tagons for "Krasloten" by order of ALFRED Agency
- 2009 Tagon for commercial M&M's by order of FHV
- 2009 TV Commercial for Lays, Character Animation by order of FHV
- 2007 TV Commercial for Bavaria, Russian Market
- 2006 2 TV commercials for G4, an American TV station by order of One Size, 3d and compositing

MOTION DESIGN / VISUAL DEVELOPMENT / VFX / MISC.

- 2017/2018: short 3D film for Rhys Murphy: Jimmy Havoc 3D wrestling figurine.
- 2017: 5 vfx shots for Klokhuis: Dutch tv programme.
- 2016 360 degree VR painting for Swedish historical exposition, produced by Daniel Dugour.
- 2015 Storyboard and consultancy for 'Free bird', 30 min. animated show by order of Corrino productions.
- 2015 Production and development ADE music festival campaign design
- 2010 Leader for Asian Film Festival, by order of Asian Film Festival
- 2009 4 Augmented Reality advertisements for MTS, by order of J.Walter Thompson agency
- 2009 Miscellaneous moodfilms/ motion graphics for MTS, Russian telecombusiness, by order of JWT
- 2007 Stereoscopic 3D animation film about the evolution of Twente, by order of Museumstudio
- 2007 Design poster, map and website graphics for Mysteryland festival, by order of ID&T
- 2006 Intofilm and posters for Inqontroll event of Qdance
- 2006 Intofilm for Sony PSP – videogame Stateshift by order of Engine Games
- 2006 2 short 3D animation films by order of Bavaria, whole production from concept to film
- 2005 Design of TMF Awards 2005, by order of TMF, Leader, bumpers, wipes and promo's and extracted commercials

PUBLICATIONS

- 2019: Publication in 26th SPECTRUM fantastic art book.
- 2012 Featured in Expose 10, artbook by Ballistic Publishing
- 2012 Jacob's Lament playing at NFF, HAFF, KLIK!, Interfilm Berlin, Festival International des Tres Courts and featured in TRIBE magazine
- 2001 'Robots' Featured full spread in 3D Total magazine.



