

Resume Per Bergstén

2002-2004	3d student at Nackademin Stockholm
2004-2007	3d artist at stockholm post production (sto.pp)
2007-2008	Freelance 3d artist in stockholm at sto.pp, swiss, milford, filmtecknarna
2008-2009	Freelance 3d artist in London at glassworks, passion pictures, MPC
2009-2010	Freelance 3d artist at the mill London & New York
2011-current	Freelance 3d artist at the mill London, New York & LA, glassworks London & Amsterdam, swiss sto.pp and more.

Portfolio breakdown:

- 1) Client: Compare the Market
vfx house: Passion Pictures
role: Lighting, rendering, cloth sim
- 2) Client: Bajaj Motorcycles
vfx house: Glassworks London
role: Lighting, rendering, master scene setup
- 3) Client: Coca Cola
vfx house: Swiss
role: cloth Simulation, lighting, rendering, particles, texturing
- 4) Client: Dassault Systems
vfx house: Swiss
role: Lighting, rendering
- 5) Client: EA sports NHL 2007
vfx house: sto.pp
role: lighting, rendering, animation
- 6) Client: Gjensidige
vfx house: sto.pp
role: modeling, lighting, rendering
- 7) Client: Cadbury
vfx house: the Mill London
role: modeling, texturing, lighting, rendering
- 8) Client: Varannan Vecka feature film
vfx house: sto.pp
role: everything except compositing
- 9) Client: IKEA
vfx house: sto.pp
role: modeling, texturing, lighting, rendering, tracking, set extensions and flying objects
- 10) Client: Adidas
vfx house: Glassworks Amsterdam
role: crowd animation, modeling & texturing of stadium
- 11) Client: Santander
vfx house: the Mill London
role: lighting, rendering, tracking, animation
- 12) Client: Compare the Market
vfx house: Passion Pictures
role: Lighting, rendering

- 13) Client: Santander
vfx house: the Mill London
role: lighting, rendering, tracking, animation
- 14) Client: Brink
vfx house: the Mill London
role: look development, concept lighting
- 15) Client: Bajaj Motorcycles
vfx house: Glassworks London
role: Lighting, rendering, master scene setup
- 16) Client: Brink
vfx house: the Mill London
role: look development, concept lighting, modeling, texturing
- 17) Client: Sky sports
vfx house: the Mill London
role: lighting, rendering, shading and texturing characters
- 18) Client: Orangina
vfx house: the Mill London
role: texturing, shading, lighting, rendering
- 19) Client: playstation 4
vfx house: mill New York
role: lighting, rendering of giraffe, building explosion, vines on car, balloons and the takeover between the two sets
- 20) Client: Specsavers
vfx house: sto.pp
role: modeling, texturing, lighting, rendering
- 21) Client: Carlsberg
vfx house: sto.pp
role: mattepainting, modeling, lighting, rendering
- 22) Client: Santander
vfx house: the Mill London
role: lighting, rendering, animation
- 23) Client: Call of Duty, black Ops 2
vfx house: the Mill LA
role: lookdev assets, lighting & rendering of the first shot
- 25) Client: Directv
vfx house: the mill New York
role: modeling, texturing of giraffe
- 26) Client: Ballantines
vfx house: MPC london
role: lighting, rendering
- 27) Client: Falcon
vfx house: sto.pp
role: mattepaintings, breathing air particles
- 29) Client: Directv
vfx house: the mill New York
role: modeling, texturing of giraffe