Marcel Graf

2026 Showreel | Portfolio

3D Generalist

+49 151 11279964 ∘ contact@marcel-graf.com ∘ Berlin, Germany

Profile

I am a versatile 3D Generalist with a film and VFX background and professional experience in 3D advertising, working across both creative and technical areas of production. Blender is my main tool, and I am comfortable picking up other software and workflows as a project requires. I am looking to contribute my range, reliability and collaborative mindset to a production team.

Experience

met[ads] ma GmbH ∘ 09/2024 - 09/2025

3D Generalist, Working Student ∘ *Remote* ∘ 03/2025 - 09/2025 ∘ Berlin, Germany
- ∘ Content production and implementation for 3D-out-of-home advertising
- ∘ Anamorphic 3D visuals for "RITZE x TAKEOVER" 2025
- ∘ VR-content and asset creation

3D Generalist, Intern ∘ *Hybrid* ∘ 09/2024 - 03/2025 ∘ Düsseldorf, Germany
- ∘ Supporting production and implementation for 3D-out-of-home advertising
- ∘ Development of interactive WebAR experiences
- ∘ Creation of mockups for 3D-out-of-home and AR

Selected Work

We Will Never Die 2026
Music Video, bachelor project

Throwaways 2025
Mockumentary, student project

RITZE x TAKEOVER 2025
Anamorphic 3D Visuals, company project

Skills

3D / Procedural Production

Blender 3D:
modeling, procedural systems, Geometry Nodes, shading, texturing, rigging, animation and rendering

SideFX Houdini:
procedural modeling, rigid body and smoke simulations

Render Engine Experience

Blender: Cycles, EEVEE
Houdini: Karma, Redshift

Tools / Workflows

Blender / Python:
developing production add-ons, workflow automations, and project-specific tools

VFX / Post Production

After Effects:
motion graphics, rotoscoping, tracking, keying, compositing

Foundry Nuke:
node-based compositing

Premiere Pro:
editing, color correction, sound design

Photoshop:
image / texture editing, screen replacement

Interactive / Real Time

WebAR:
8th Wall (A-Frame, Three.js), web app development

Education

B.A. Digital Film Design - Animation & VFX
Mediadesign Hochschule Berlin ∘ 10/2022 - 03/2026 ∘ Grade: 1.3
Bachelor's thesis: *Advanced Music Visualization in Blender* ∘ Grade: 1.0

Studies in Digital Media & Technology (B.Sc.)
Technische Universität Berlin ∘ 10/2019 - 09/2022 ∘ 45 ECTS ∘ Changed field of study

High School Education
Cecilien Gymnasium Düsseldorf ∘ Graduated in 2019 ∘ Grade: 1.7

Languages

German: Native **English:** Fluent (C1)