



Weta Digital references:

"Andreas arrived in Weta while we were still developing the floating mountain's environment. In no time he got involved in ironing up the look and helping defining the modeling pipeline for the creation of this huge environment. He has always been proactive, coming up with new ideas and workflow. Always positive, even when under pressure, he is always up for a new challenge and never shy of hard work. You can assign him a task and be sure he will find the best way to get there and deliver in time. Has been a pleasure to work with him and I will be happy to have him back in my team when there will be a chance." June 17, 2010

[Marco Revelant](#), *Models Supervisor, Weta Digital*
managed Andreas Tandy Nehls at Weta Digital

"Andreas is a great person to work with: very talented and efficient, willing to share his knowledge with others, he has a great eye and knows well how to handle complex tasks. I was blown away by some of the environments he modelled on Avatar. I would love to work with Andreas again in the future, and I highly recommend him." June 26, 2010

[Pascal Raimbault](#), *Lead modeler, Weta Digital*
managed Andreas Tandy Nehls at Weta Digital

"I had the privilege of working along side Andreas Nehls for the better part of a year in the end stages of Avatar post production. We were both involved in the digital environments of Pandora, in particular the Floating Mountains and The Well of Souls Rock Arches.

Andreas contributed a lot in the making of these environments from R'n'D, Concept, Artwork 1:1 matching and Lighting/Shading tools for our team. He would often be our representative in the CG Supervisor meetings, and had a good relationship with them also.

I really appreciated the effort he put in to get these environments to an award winning standard, and the contribution to the team in these areas.

I would recommend him to any studios, in particular those looking for a proactive artist who can lead a small team, especially in the area of digital environments.

I wish Andreas well in his future roles.

-Paul Jenness" September 10, 2010

[Paul Jenness](#), *Lead CG modeller, Weta Digital*
managed Andreas Tandy Nehls at Weta Digital

8 July, 2010

To Whom it May Concern,

My name is Keith Miller and I am currently working as a VFX Supervisor at Weta Digital. I recently had the pleasure of working with Andreas Nehls during the production of Avatar and beyond into Tintin.

Andreas was a member of our models department and began working with our team around June of 2008 through to the end of Avatar in November 2009. Our focus was the "floating mountain"

sequences of the film, and Andreas participated in the general look and process development for the environment sets. This involved the design/creation of the rock geometry used throughout the

environments, as well as vine modeling / layout and even assisting with foliage placement on this

geometry. Following Avatar, Andreas assisted our team during early stages of the production for Tintin

with development of desert sand dune environments until his departure in June 2010.

Andreas is one of those few people who "just gets it". He is able to easily translate direction into

successful work, regardless of how complex the task. He has an amazing eye for detail, and is always

able to deliver on time. He is one of those artists that you simply never have to worry yourself about,

as he is extremely responsible and you know he will just get the job done the right way. If given the

opportunity, I would absolutely choose to work with Andreas again in the future.

Please feel free to contact me for any additional information you might require.

Regards,

Keith Miller

Weta Digital



MPC reference:

7 October, 2011

To whom it may concern:

Andreas Nehls has been my lead modelling artist for the early part of 47 Ronin. I found him to be reactive, well organized, technically proficient with a keen eye. It has been a pleasure to work with him, and would not consider twice to do so again.

Your Sincerely,

Mo Sobhy

47 Ronin: CG Supervisor



Scanline VFX reference:

Andreas Nehls worked between November 2002 and February 2007 as an employee in our company.

Scanline VFX is market leading in the field of Visual Effects for film and television movies within Germany. From the beginning in 1989, the company has specialised in internal software development to become competitive in the international world of Visual Effects. The combination of Scanline VFX's artistry and technology earned Scanline VFX world-wide recognition, recently e.g. in "300" and "Poseidon".

Andreas started his career as Trainee for:

- Luther (Feature, 2003) Trainee.

Within shortest time he worked as Digital Artist on the following shows:

- Held der Gladiatoren (TV, 2003) Digital Effects Artist
- Bibi Blocksberg und das Geheimnis der blauen Eulen (Feature, 2004) Modelling Artist
- Hai-Alarm auf Mallorca (TV, 2004) Additional Modelling
- Nacht der lebenden Loser, Die (Feature, 2004) Digital Effects Artist
... alternative: Night of the Living Dorks (USA)
- Untergang, Der (Feature, 2004) Digital Effects Artist
... alternative: The Downfall: Hitler and the End of the Third Reich (USA)
- Vom Suchen und Finden der Liebe (Feature, 2005) Digital Artist
... alternative: About the Looking for and the Fiding of Love (International: English title)
- Sturmflut, Die (TV, 2006) Modelling Artist
- Dresden (TV, 2006) Modeling Artist
- Hui Buh (Feature, 2006) Modelling Technical Director
... alternative: Hui Buh: The Goofy Ghost (Europe: English title)
- 300 (Feature, 2006) 3d Modelling
... alternative: 300: The IMAX Experience (USA: IMAX version)

Andreas focused on Modelling and became Supervisor in this field on several shows:

- (T)Raumschiff Surprise – Periode 1 (Feature, 2004) Lead Modelling Artist
... alternative: Dreamship Surprise: Period 1 (Australia: TV title)
- Lissi und der wilde Kaiser (Feature, 2007) Modelling Supervisor
... alternative: Lissi and the Wild Emperor (USA: literal English title)

Andreas has mainly used the software Maya, but also 3D Studio MAX, XSI, Zbrush, After Effects, Photoshop and special Inhouse-Software.

Andreas succeeded in delivering all scenes according to the production schedule and to our complete satisfaction. He showed great artistic talent and very high technical quality. We would like to outline his exceptional problem solving skills. He utilized his founded knowledge and excellent software skills and worked very well under extreme pressure and stress.

He contributed greatly to the positive environment in the department with his brilliant work. His enthusiasm and self-motivation were exemplary. He showed great willingness and desire to accept responsibility and challenges. We would also remark his outstanding ability to motivate his team. His friendly manner made him a pleasure to work with.

We hereby recommend Andreas Nehls without restrictions of any kind to any potential future employer. We also hope that our paths will cross again in near future.

If you have any further questions, please do not hesitate to call us.

Geiseltalstr. 28th of February 2007
CA Scanline Production GmbH

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