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COVER ARTIST

André Kutscherauer

GERMAN ARTIST André Kutscherauer's background in 3D harks back to when he was just 12 years old, when he saw his first ever animated short. Unfortunately, he doesn't remember what the short was called, but recalls a train with an animated face [Could it be *Thomas? - Ed*]. Suitably impressed by what he saw, he decided to learn more about 3D technology and cut his teeth on DOS package *Raytrace Pro*.

After leaving high school, André trained extensively in animation, initially using *Cinema 4D*. He got a job working in a photo studio, which is where he learned about the ins and outs of lighting. He's now immersed in creating 3D visualisations for design purposes: "I'm the only 3D artist here, but I have three photographers around me," he says. "They're the toughest censors a 3D artist could possibly have!

"Do not fake anything!" is my motto. If the picture looks bad, don't tweak the shadows or opacity. Think more about the lights and the materials."

Turn to page 52 to read more about André's techniques for achieving photorealistic effects in 3ds Max during the creation of our illuminated cover star.

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