

ABOUT SKYMATTER LIMITED'S CO-FOUNDERS

Tibor Madjar



Tibor Madjar is a founding member of Skymatter Limited. He has a diverse background in electronics and programming, as well as fine arts, having graduated from the Ontario College of Arts and Design. He also studied Computer Animation at Sheridan College.

His career in computer graphics includes working for Weta Digital, where he was the Lead Character/Creature Modeler for *The Lord of the Rings: The Two Towers* and *The Lord of the Rings: The Return of the King*. While at Weta Digital he also worked on *King Kong* as Kong Creature Lead Modeler and was Lead Modeler for the movies *I, Robot* and *X-Men: The Last Stand*.

At Skymatter, Tibor teamed up with co-founders Andrew Camenisch and Dave Cardwell to develop the innovative Mudbox™ 3D brush-based modeling software product for the entertainment and design industries. Mudbox has become a cutting-edge tool for production artists.

Dave Cardwell



Dave Cardwell is a founding member of Skymatter Limited. Dave has over 11 years of experience in computer graphics in both the automotive and media and entertainment industries. He has worked in the design field at high-profile automotive companies, including Ford and Mercedes, and in software development at Alias|Wavefront. He was also a Models Supervisor at Electronic Arts and a Lead Modeler at Weta Digital, where he was involved in character creation for many films, including *The Lord of the Rings* and *King Kong*.

Dave met fellow Mudbox™ software creators and Skymatter co-founders Tibor Madjar and Andrew Camenisch while working at Weta Digital. Together, they saw a need to develop a new, more user-friendly digital sculpting tool. Mudbox, the result of their collaboration, introduces new ideas and combines familiar concepts in fresh ways to offer a unique solution for commercial modeling and design.

Andrew Camenisch



Andrew Camenisch is a founding member of Skymatter Limited. Prior to Skymatter, he served as Models Lead at Weta Digital, where he worked on many films including *The Lord of the Rings* and *King Kong*. During *King Kong*, Andrew led the facial modeling and setup task for the title character, being responsible for both artistic and technical aspects of the facial animation system. He also contributed to the development of character designs for other feature films.

At Skymatter, Andrew teamed up with co-founders Tibor Madjar and Dave Cardwell to design sculpting software based on their own experiences as production modelers. Their product, Mudbox™ software, was rapidly adopted by the visual effects and game development industries.

Andrew has a Bachelor of Arts in Art and a Master of Fine Arts in Electronic Visualization with an emphasis in computer animation.