

JUSTIN LOUIS

Visualization and Visual Effects Specialist

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WORK EXPERIENCE

Freelance, VFX Consultant/Virtual Production Specialist, 12/2019 - Present

- Unreal Engine workflows and animations for VR project, previsualization for film and theme park projects
- Sourced talent and helped bid projects for various studios
- Setup of studio virtual production hardware and vetted performance capture and vCam capabilities
- Animated and delivered creature animation for Paramount Pictures VR project

Technicolor/MPC Film, Virtual Production Supervisor, 06/2019 - 12/2019

The Last of Us 2, Unannounced Film and Commercial spot projects

- Directly supported the Director, Cinematographer, and Visual Effects Supervisor on virtual cinematography and performance capture shoots to help build their visions during film making
- Supervised and managed efforts for a multi-site and international team of artists and stage technicians
- Delivered a 3:30 all CG short film musical at high cinematic quality, on time, under massive scope changes by utilizing real-time game engine workflows, VR/AR solutions, and capture processes in less than two months
- Consulted and advised productions on best practices for motion capture and virtual cinematography
- Pitched methods and technology solutions for various potential projects and clients on behalf of MPC
- Assisted with bidding process and developed schedules for virtual production shoots and post-production

Fox VFX Lab, Virtual Production/Motion Capture Supervisor, 11/2017 - 06/2019

Call of the Wild (2020), Mouse Guard, The Predator (2019), Unannounced Film projects

- Supervised all motion capture data, tracking, motion editing, and charmapping/retargeting quality
- Led a team of 10 artists for two separate films and various projects
- Managed workflow and outputs to work seamlessly with real-time technologies and Unreal Engine
- Trained all staff with Lightstorm/Giant Studios toolsets and established a production pipeline
- Created matchmoving pipelines and delivered shots on extremely tight schedules
- Virtual Art Department support and shot work for Call of the Wild and Mouse Guard

Walt Disney Imagineering, Principal VFX Designer, 05/2017-11/2017, 06/2015 - 07/2016

Mickey and Minnie's Runaway Railway, Guardians of the Galaxy: Mission Breakout, Mission Space, Avatar Flight of Passage, Pirates of the Caribbean Shanghai, Frozen Everafter, Iron Man Experience, Unannounced Projects

- Lead Show Programmer and Ride Animator for M&M Runaway Railway, designed motion choreography for the ride while addressing needs of engineering and supporting creative teams utilizing real-time and VR workflows
- Visualization of rides and principal designing of media, VFX, and assets for Disney's various theme parks
- Led and managed visualization for the creative team for Guardians on a tight budget and expedited schedule
- Virtual Cinematography and camera layout, 3D modeling of assets, look development, and animation for rides
- Developed matchmoving pipeline and delivered shots for Mission Space rebranding
- Designed a character and singly developed it through look dev, rigging, full animation, and renders

Sony Interactive Entertainment, Lead Studio Technician, 02/2016 - 11/2017

The Last of Us 2, God of War (PS4), Spider-Man (PS4), Uncharted The Lost Legacy, Here They Lie (PS4 VR), Days Gone, Battlefield 1, MLB The Show 17, Unannounced Projects

- Solved motion editing issues and improved overall studio quality standards for moedit and increased speed
- Helped establish a team and production pipeline while training artists with Lightstorm/Giant Studios toolsets
- Worked with multiple internal and external clients to deliver high fidelity animation and performance capture
- Led efforts on the Visual Arts and Services Group side for game cinematics for God of War

Sony Pictures Imageworks, Senior Layout Artist/TD 07/2014 - 06/2015, 02/2012 - 04/2014

The Amazing Spider-Man 1 and 2, Captain America 2, Oz: The Great and Powerful, Hotel Transylvania 2

- Visualization and established Sequence Layout for various films that supported the Directors' visions
- Assumed Lead role and responsibilities for TASM 2 to facilitate shot delivery and pipeline flow
- Modeled 3D assets for various props and environments on feature animation and VFX shows
- Animation of cameras and characters, Virtual Cinematography, and set dressing for shots in rough/final layout
- Pipeline support for animation - fixed assets/shots, facilitated delivery from front to back-end departments
- Troubleshooting and assisted animation department, matchmoving for VFX shows, trained new artists

Digital Domain, Virtual Art Department - Senior Artist, 05/2014 - 07/2014

Disney's The Jungle Book (2016)

- Created optimized Virtual Sets and Environments for visualization and tech scouts supporting virtual production
- Worked daily with Art Directors and the Production Designer in a high paced and fast turnaround environment to deliver multiple iterations on a given day to support the Director and Cinematographer's visions
- Troubleshooting of sets to conform to actor performances and processed to work in real-time with Unity 3D

Weta Digital, Senior Motion Editor/Animator, 06/2011 - 10/2011

The Adventures of Tintin

- Motion Capture editing and animation for hero and crowd shots and for prop interaction
- Worked with Animation Director daily to adjust performances to match Director's vision
- Adjust motion capture data using IK based workflows and animation techniques to correct for interpenetrations, collisions, cloth intersections, and environment interactions
- Key frame animated end of sequence actions for hero character which did not have mocap data

EXPERTISE

Virtual Production
Real-time Workflows
Visualization
Game Animation
Cinematics
Product Rendering
Integration/Matchmoving
Photogrammetry
Motion Capture Editing
Writing

SKILLS

Leadership
Creativity
Strategic Thinking
Troubleshooting
Versatility
Conflict Resolution
Adaptability
Teaching / Coaching

SOFTWARE COMPETENCE

Maya
Unreal Engine
Unity 3D
Giant Studios / Lightstorm
Syntheyes
Motionbuilder
Boujou
3D Equalizer
Katana
Photoshop
VRay
ZBrush
Nuke
Mari
UV Layout / Cyslice
Shake
Final Cut
After Effects
Particle Illusion
Perforce / Plastic / SVN
Shotgun

Industrial Light + Magic - Lucasfilm, Layout and Matchmove Artist, 09/2010 - 02/2011

Transformers 3: Dark of the Moon, Cowboys and Aliens

- Established the camera and shot layout and matchmoved stereo and mono film plates on various films
- Image based modeling and photogrammetry to help establish key areas of sets and sequences
- Animation of hero and principal characters in frame for matchmoves and animation
- Troubleshooting of other artists' matchmoves to help problem solve sets

CCP Games, Character Animator, 04/2009 - 09/2010

World of Darkness MMO, Eve Online MMO

- Created dynamic and realistic keyframe animations for characters and creatures
- Established character blocking and animation that worked with Animation Director's vision and meets game design needs
- Enhanced motion captured performances and assets
- Troubleshoot pipeline issues, improved animation pipeline, helped develop lean principles and scrum workflows
- Trained new animators and organized daily game sessions

Giant Studios, Motion Editor, 03/2008 - 11/2008

Avatar, Tron Legacy, The Mummy 3, Night at the Museum 2, Gears of War 2, Star Wars the Old Republic, UFC 2009

- Motion edited and animated retargeted captured body and facial movements from performance capture to closely match original source using IK goals and animation techniques with Giant Studios toolsets
- Setup and created assets for increased pipeline productivity

Hydraulx, 3D Generalist, 12/2006 - 12/2007

Shooter, Fantastic Four 2, AVP-R, Jumper, Meet Dave, The Invasion, The Seeker

Commercial Spots and Videos: Toyota-World of Warcraft Tacoma, Mercury spots, Tool's Vicarious music video

- Created 3D models organic and hard surfaced, for environments and character interaction
- Responsible for matchmoving and camera tracking for various films and commercial spots
- Animated hero and background characters, rotomation for matchmoving, RnD animation

EDUCATION

University of Georgia, Bachelor of Arts, Drama/Dramatic Media, Athens, Georgia 2005

ADDITIONAL

Languages: Conversational French

Advisory Board Member
Wiregrass Georgia Technical College

USA Hockey Coach, Level 3
Head Coach LA Lions Hockey
Skating and Skills Coaching

Active volunteer for homeless outreach programs and food banks

VES Member
IGDA Member
Motion Capture Society

Sony Pictures Applause Award
2x Recipient

Technicolor/MPC LA
Employee of the Month Award