



BRIAN SALES

visual effects artist

Objective

To work as a 3D generalist and/or compositor on challenging visual effects projects and collaborate with other talented artists.

Skills

- 3D Generalist - Modeling, texturing, lighting, rigging, animation, VFX, 3D Tracking & matchmoving, rendering
- Compositor - Live action VFX, 3D / live action, 3D passes & motion graphics compositing. Roto & other cleanup work
- Experienced problem solver
- Self-motivated worker
- Maintain current knowledge of trends and techniques in the VFX and production field
- Always work to produce highest level of work possible within budgets and deadlines

Software Experience

3D Modeling and Animation

- Autodesk Maya 3D software
- NewTek LightWave 3D
- Plug-In software from Evasion I 3D, Worley Labs, etc.
- 3D Applications from e-On (Vue) and RealViz (Image Modeler)
- Andersson Technologies SynthEyes – camera matchmove / 3D tracking software

2D Compositing and Effects

- Adobe After Effects
- Plug-Ins: The Foundry (TinderBox), Trapcode (Shine, 3D Stroke), Frischluft (Lenscare) , RE:Vision (Twixtor & FieldsKit)
- Experience with Apple Shake with Pinnacle Commotion

Other Software Skills

- Adobe Creative Suite 3 (Photoshop, Illustrator, InDesign, GoLive)
- Apple Final Cut Studio 2 (Final Cut Pro, Color, Motion, Compressor, Soundtrack Pro)

Education

Maya Fast Track Program - Gnomon School of Visual Effects - Hollywood, CA

Intensive nine week full-time training program covering Maya 3D software and VFX production techniques.

Bachelor of Science Degree - Emerson College - Boston, MA

Degree in Mass Communications; specialization in television and film production.

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Relevant Work Experience

Freelance VFX Artist – Alcoa/Ferrari Race (May-Jun 2007)

Created detailed animated races between two Ferrari F430 cars. Created for Alcoa to mark their relationship with Ferrari.

Freelance 2D/3D – Solid Oxide Fuel Cells – Siemens (Mar-Apr 2007)

3D segments and motion graphics diagrams showing design and operation of Siemens' fuel cell generators

Freelance VFX Artist – Star Trek Parody – Westinghouse (Jan 2007)

Produced a number of shots including starship flying in space, 'virtual set' greenscreen segments and VFX of energy flow and energy balls as well as transporters

Freelance VFX/Motion Graphics Artist – Multiple Projects (2006)

Various projects for multiple production houses. Clients including Highmark Blue Cross, Siemens, and Dick's Sporting Goods

VFX / Video Producer – The Media Spot – Pittsburgh, PA (1996-2005)

Staff VFX artist & producer responsible for management of productions and effects from initial client contact through final delivery of finished materials, meeting customer requirements, budgets and deadlines.

Design, Animation and Compositing

- Design and produce wide range of animation and effects segments
- Custom 3D modeling, rigging, animation, texturing, particle & atmospheric fx, lighting and rendering
- Compositing, color correction, and finishing effects (blooming, DOF etc.) for animation and effects segments
- Generate or match film grain and color to create aged or stylized looks
- 2D and 3D Tracking and roto cleanup work
- Produce numerous motion graphics segments in 2D or 3D
- Generate or extract texture maps and geometry from photographs or video
- Location effects consultation

Other Production Responsibilities

- Producer on wide range of programs - primarily corporate and broadcast, including multiple award winning productions (Telly Award Finalists)
- Design and build user interfaces and print materials for DVD, CD-ROM, web pages
- Video encoding for DVD, CD-ROM and internet delivery
- Video Engineering - Installation and upgrades of digital and analog video systems

Equipment Specialist – CDR Systems (1992-1996)

Sales and support of digital video, animation, audio and computer systems. Responsibilities included design, installation, training, and support of equipment.

Freelance VFX Artist (1991-1996)

Generated animations and effects for various regional producers. Designed and executed numerous 2D and 3D animated and still projects.