

# Rodrigo Guimarães

DIGITAL ARTIST

## PERSONAL INFO

**Actual Location:** Melbourne ▪ Australia

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**Website:** [www.rodrigoguimaraes.com](http://www.rodrigoguimaraes.com)

**Visas:** New Zealand Permanent Residency, 457 Australia.

## OBJECTIVE

To learn, to create and be constantly involved in animation or film productions that challenge me to be a better Digital Artist sharing positive artistic experience.

## PROFILE

I am a Composer/3D Artist with 9 years experience creating 3D Animation and VFX. I ran my own company (d2R Studios) in Brazil for 5 years where I supervised a small CGI and Compositing team. I have strong knowledge of all steps in 3D, modeling, texturing, rigging, lighting and animating, what made me proficient in the whole procedure. As a Composer I have been through all segments as well: keying, rotoscoping, rig removal, cleaning plates, developing macros, 3D passes compositing, tracking and live action compositing. Experiencing different tasks for different projects gave me a good perception of the whole CGI and post production routine.

During my experience I have had the chance to learn more about programming, which helps me a lot dealing with any kind of software, allowing me to customize tools and create solutions to speed up the production.

## GRADUATE

Bachelor of Fine Arts, major in Film and Animation by UFMG (1997-2001).

## EXPERIENCE

### Li'l Larikkins - 3D Animation TV Series

**Company:** Ettamogah Entertainment - [www.ettamogah.com](http://www.ettamogah.com) - Melbourne/Australia

**Position:** Composer TD / Scripting / Lighting

**Tools:** - After Effects / Maya / Photoshop - Python - Javascript - Mel

**Period:** Aug/2009 - Present

Responsible for the Composer's department development. Creating pipeline scripts to keep the look of the show consistent and improving the speed of workflow, allowing the team to spend more time working on the creative aspects of compositing such as particle simulations and look development. Also did Lighting using Mental Ray and scripting in mel.

### The Fish - Short Film

**Director:** Samuel Jorgensen - USA

**Period:** Dec/2008 - May/2009

**Position:** 3D Artist / Composer - Maya / Nuke

Created some CG "manta rays" swimming under the water. I had to rig, animate, light and comp these mantas for some shots.

### The Warrior's way (2008) - Feature Film

**Company:** Photon VFX - [www.photonvfx.com](http://www.photonvfx.com) - Auckland/New Zealand

**Period:** May/2008 - Oct/2008

**Position:** Composer TD / Scripting - Shake, Nuke, Maya, Unix Shell

Large number of visual effects were necessary. All filmed in chroma key, most shots demanded an enormous amount of work on post production.

I prepared about 100 shots (2K and 4K): cleaning, rig removing, rotoscoping, tracking, and building scripts in Unix for the compositor's pipeline.

Once all shots were prepared, I worked doing the Compositing with a large amount of 3D layers, live elements, 3D cameras, warping, color matching and camera projection. Keying and tracking were great skills for this project, where various chroma backgrounds were requiring a fair amount of work using different techniques. In addition, I contributed to the 3D team creating shaders in Maya to help the workflow.

### Animalia - 3D Animation TV Series (2007) - [www.animalia.tv](http://www.animalia.tv)

**Company:** Photon VFX - [www.photonvfx.com](http://www.photonvfx.com) - Gold Coast/Australia

**Period:** Apr/2007 - Feb/2008

**Position:** Composer TD / Scripting - Shake, Maya, Unix Shell

Created look developments for some episodes. This project required extensive work in comp, demanding lots of tracking, masking and color grades.

Developed customized macros for Shake and tools to optimize the compositing production due to the huge amount of shots assigned per compositor, improving speed and keeping the sequences continuity also creating a standard for shake scripts.

Also worked with 3D projections.



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**EXPERIENCE**

**Company:** D2R Studios (Own Company) – www.d2rstudios.com

**Location:** Belo Horizonte/Brazil

**Period:** Apr/2001 – Oct/2006

**Position:** CG Supervisor / 3D Artist / Compositor – Maya, Shake, Nuke, After Effects, Photoshop, Final Cut

I used to be one of the Directors and Shareholder of this small Studio, where I supervised a team and participated in various projects creating Ads and short movies, developing concept designs, look development, all 3D steps and postproduction. This experience provided me with full knowledge of the whole process of creating animation and visual effects.

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**Company:** Vetur Zero – www.veturzero.com.br – São Paulo/Brazil

**Period:** Sept/2002 – Mar/2003

**Position:** 3D Artist – Maya, Photoshop

I participated in a variety of TV Ads, one of which was selected to Electronic Theater SIGGRAPH 2004. Animating, modeling and texturing characters and props.

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**Company:** Mindfor – www.mindfor.com – Sydney/Australia

**Period:** Feb/07 – April/07

**Position:** Compositor – After Effects, Photoshop

Variety of jobs involving creative solutions for motion graphics and doing compositing for shots with chroma key.

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**Company:** Vector Computação Gráfica – Belo Horizonte/Brazil

**Period:** Mar/1996 – Jan/1998

**Position:** 3D Artist – 3DS MAX, Photoshop, After Effects

Creating 3D animations and props for a variety of Ads and Architecture's presentations.

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**AWARDS**

**Skol Beats 2003 (Vetur Zero)**

Selected to Electronic Theater SIGGRAPH 2004 – L.A. / USA

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**ItaUPower Shopping 2005 (D2R Studios)**

Best TV advertising animation by the major artists school of Belo Horizonte/Brazil – A Casa dos Quadrinhos.

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**Short Movie – Meteor Belo Horizonte (D2R Studios)**

Selected to be shown in various TV channels in Brazil.

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**CREDITS**

**The Fish** – Short Film (2008/09)

3D and Visual FX

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**Laundry Warrior** – Film (2008)

Visual FX Artist

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**Animalia** – TV Series (2007/08)

Visual FX Artist

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**Hibridos** – Film (2001)

3D and Visual FX Artist

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**SOFTWARES  
KNOWLEDGE**

**Compositing**

Nuke (Advanced) / Shake (Advanced) / After Effects (Advanced) / Digital Fusion (Intermediate)

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**3D Softwares**

Maya (Advanced) / 3dsMAX (Intermediate) / Mayaman (Advanced)

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**Programming Language**

Python / Unix Shell Script / JavaScript / Mel

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**2D Softwares**

Photoshop (Advanced)

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**Edit**

Final Cut (Advanced) / Premiere (Advanced)

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**Systems**

MAC OS X (Unix) / Windows / Linux

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**KEY SKILLS**

- Ability to work under pressure and tight deadlines.
- Ability to interpret ideas and generate solutions to make the ideas possible.
- Good communication and teamwork skills.
- Excellent understanding of techniques and technologies related to CG rendering and compositing.
- Full understanding of 3D and Compositing pipeline.
- Attention to detail.

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**COURSES /  
CERTIFICATE**

Cinema and Photograph for Film – 2004 – (6 months)

References available upon request.

SHOWREEL: <http://www.rodrigoguimaraes.com/portfolio/>

