

# Rodrigo Guimarães

LIGHTER/COMPOSITOR

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PERSONAL INFO	<p><b>Actual Location:</b> Sydney ▪ Australia <b>Mobile:</b> +61 414 937 657 <b>Email:</b> contact@rodrigoguimaraes.com <b>Website:</b> www.rodrigoguimaraes.com <b>Visas:</b> New Zealand Permanent Residency, 457 Australia.</p>
OBJECTIVE	<p>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.</p>
PROFILE	<p>I am a Composer/3D Artist with 10 years experience creating 3D Animation and VFX. I ran my own company of 3d animation and VFXs (d2R Studios) in Brazil for 5 years where I supervised a small team. I have strong knowledge of all steps in 3D – modelling, texturing, rigging, lighting and animating – what contributed to my proficiency in the whole 3d process.</p> <p>As a Lighter, I have worked enhancing mood of lighting for characters and environments, setting up shaders, optimising render speed along with smart AOVs outputs allowing full control in compositing. As a Composer I have been through all segments as well: keying, rotoscoping, rig removal, cleaning plates, developing macros, multi 3D passes compositing, tracking and live action compositing.</p> <p>Experiencing different tasks for different projects have given 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 customise tools and create solutions to speed up the production.</p>
GRADUATE	<p>Bachelor of Fine Arts, major in Film and Animation by UFMG (1997-2001).</p>
EXPERIENCE	<p><b>Happy Feet 2 - Animation Feature 2011</b> <b>Company:</b> Dr. D. Studios - www.drdstudios.com.au - Sydney / Australia <b>Position:</b> Lighting TD / Composer <b>Tools:</b> Houdini - 3Delight - Nuke <b>Period:</b> Feb/2011 - Present Lighting complex shots with crowd, furry hero characters, large sets and various fx elements. Underwater and daylight shots. Compositing of multiple passes of 3D passes, boosting quality of the 3D in Comp. Project finished in stereo.</p> <hr/> <p><b>Harry Potter - Deathly Hallows 2010 - Feature Film</b> <b>Company:</b> Rising Sun Pictures - www.rsp.com.au - Adelaide/Australia <b>Position:</b> Composer / Lighting TD <b>Tools:</b> Nuke - Houdini <b>Period:</b> July/2010 - Sep/2010 Compositing of 2d and 3d elements with multiple passes against green screen footage. Compositing of matte painting using camera projection for BG extensions. Transition of 3d character with real character. Lighting 3D Cloth and smoke in Houdini. Setting up shaders.</p> <hr/> <p><b>The Sorcerer's Apprentice - Feature Film</b> <b>Company:</b> Rising Sun Pictures - www.rsp.com.au - Adelaide/Australia <b>Position:</b> Lighting TD <b>Tools:</b> Maya (Renderman) / Houdini (Mantra) / Nuke for LightComps <b>Period:</b> Apr/2010 - Jul/2010 Lighting using Renderman and Houdini for 3d elements against live action footage. HDRI were used as lighting techniques for start setup. Setting up shaders.</p> <hr/> <p><b>The Fish - Short Film</b> <b>Director:</b> Samuel Jorgensen - USA <b>Period:</b> Dec/2008 - May/2009 <b>Position:</b> 3D Artist / Composer - Maya / Nuke Created some CG "manta rays" swimming under the water. I had to rig, animate, light and composite these mantas for some shots.</p>

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## EXPERIENCE

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

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

**Position:** Compositor / Lighting TD / Scripting / Lighting

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

**Period:** Aug/2009 - Mar/2010

Responsible for the Compositor'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 using mel for maya.

### **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:** Compositor / Scripting - Shake, Nuke, Maya, Unix Shell

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

Compositing large amount of multi 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 helping to setup shaders in Maya.

### **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:** Compositor / 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 compositor's 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 using maya.

**Company:** D2R Studios (Own Company) - [www.d2rstudios.com](http://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.

**Company:** Vetor Zero - [www.vetozero.com.br](http://www.vetozero.com.br) - São Paulo/Brazil

**Period:** Sept/2002 - Mar/2003

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

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

**Company:** Mindfor - [www.mindfor.com](http://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.

**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.

## AWARDS

### **Skol Beats 2003 (Vetor Zero)**

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

### **ItauPower Shopping 2005 (D2R Studios)**

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

### **Short Movie - Meteor Belo Horizonte (D2R Studios)**

Selected to be shown in various TV channels in Brazil.



<b>CREDITS</b>	<p><b>Harry Potter and The Deathly Hallows</b> - Feature Film (2010)</p> <p><b>The Sorcerer's Apprentice</b> – Feature Film (2010)</p> <p><b>Li'l Larikkins</b> - TV Series (2009/10)</p> <p><b>The Fish</b> – Short Film (2008/09)</p> <p><b>Laundry Warrior</b> – Feature Film (2008)</p> <p><b>Animalia</b> – TV Series (2007/08)</p> <p><b>Hibridos</b> – Short Film (2001)</p>
<b>SOFTWARES KNOWLEDGE</b>	<p><b>Compositing</b> Nuke / Shake / After Effects / Digital Fusion</p> <hr/> <p><b>3D Softwares</b> Maya / Houdini / Renderman and Mayaman / Mental Ray</p> <hr/> <p><b>Programming Language</b> Python / Unix Shell Script / JavaScript / Mel</p> <hr/> <p><b>2D Softwares</b> Photoshop</p> <hr/> <p><b>Edit</b> Final Cut / Premiere</p> <hr/> <p><b>Systems</b> MAC OS X (Unix) / Windows / Linux</p>
<b>KEY SKILLS</b>	<ul style="list-style-type: none"> <li>▪ Ability to work under pressure and tight deadlines.</li> <li>▪ Ability to interpret ideas and generate solutions to make the ideas possible.</li> <li>▪ Good communication and teamwork skills.</li> <li>▪ Excellent understanding of techniques and technologies related to CG rendering and compositing.</li> <li>▪ Full understanding of 3D and Compositing pipeline.</li> <li>▪ Attention to detail.</li> </ul>
<b>CERTIFICATE</b>	Cinema and Photograph for Film – 2004 – (6 months)

References available upon request.

