

Brian Murphy

Burbank, CA 91504

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<http://www.imdb.com/name/nm3270035>

Education	Bachelor of Fine Arts , Visual Effects, 2006 Savannah College of Art and Design , Savannah, Georgia			
Strengths	<ul style="list-style-type: none">• Compositing• Image Alteration• Leadership	<ul style="list-style-type: none">• Management• Visualizers• Logistics	<ul style="list-style-type: none">• Retouching• Photography• Problem Solving	<ul style="list-style-type: none">• Concept & Design• Art Direction• Motion Graphics
Software Proficiency	<ul style="list-style-type: none">• Photoshop• Nuke• After Effects	<ul style="list-style-type: none">• Mocha• Maya• Illustrator	<ul style="list-style-type: none">• Premiere• Lightroom• HTML/MEL/ Python	<ul style="list-style-type: none">• Cinema4D• MS Office• LINUX/ UNIX
Experience	<p>Tilt Shift/Team One, Playa Vista, California 3D Vehicle Visualization Specialist / Compositor <i>Employed to clean render passes from Maya and output assets ready for cohesive displays of multiple vehicle models and options. Photoshop was utilized for painting aspects while Nuke being the compositing asset work horse.</i></p> <p>Legend 3D, Hollywood, California Stereoscopic Compositor <i>Creating depth passes, clean plates and stereo conversion on several big blockbuster hits including <i>Fantastic Beasts & Pete's Dragon</i>.</i></p> <p>MVC Agency, Sherman Oaks, California Senior Photo Retoucher / Project Manager <i>Retouched catalog and website photography for high-end clients under strict deadlines. Troubleshooting/coding/ decoding basic HTML code, overseeing logistics and installations on multiple projects, artist files and day to day operations. Social Media content creation was always in the works.</i></p> <p>Private Clients, Studio City, California / Hollywood, California / Atlanta, Georgia VFX Artist & Supervisor / Compositor/ Photo Retoucher <i>Gore, VFX and compositing are just some of the requests from private clients. 2D, 3D & HTML asset creation, animating, rotoscoping, keying, compositing, set extensions & editing are examples of some of the skills required. Also Onset VFX supervisor to team Astra Dance Theatre Company on Season 2 of <i>FakeOff</i> for TrueTV.</i></p> <p>Sal Owen Photography, Hollywood, California Personal Assistant / Photo Touch Up Artist / Image Processing <i>My responsibilities on any given day would include: Cataloging digital images and scanning film negatives, touching up photos - making them ready for print/publication, keeping all camera equipment inventory up to date and ready for use, running errands (bank drops, driving clients, renting equipment...) and general day to day operations.</i></p> <p>Warner Bros. Animation, Burbank, California Technical Director of VFX <i>At the WB I tested theories of VFX shots while working with a newly developing pipeline. Building shaders and examining code was a daily occurrence. The constraints and demands from the art direction coupled with standardization of these procedures proved to be an interesting challenge on the newly waited <i>Batman</i> animated series.</i></p> <p>Los Angeles Film School, Hollywood, California Instructor of Digital Lighting/Shading and VFX <i>As a short-term instructor, I trained students on practices and theories of lighting and shading as well as executing these concepts through simple projects. This same instruction method was carried over into their continuance class of VFX.</i></p> <p>ICO VFX, Burbank, California Stereoscopic Compositor <i>With ICO, I worked on multiple feature film projects creating depth passes and implementing stereo conversion. The conversion blew the clients away every time. Warner Brothers was very impressed with our work on <i>Harry Potter</i>.</i></p> <p>Invisible Arts, a subsidiary of Morningstar Entertainment, Burbank, California Visual Effects Artist & Compositor <i>At Invisible Arts I worked under extremely tight deadlines; was responsible for tackling 2D and 3D shots on television shows for the History Channel, Spike TV, Military Channel and The Learning Channel.</i></p> <p>Zula USA, LLC., Burbank, California 3D Production Artist <i>For the "Zula Patrol" series, I created several scientifically accurate animation cutaways. Other work included creating the Studio's first beta 3D asset library; restructuring two and half years' worth of assets and organizing them into simple root structures for easy navigating.</i></p>			

Credits

**Senior Photo Retoucher
Wesley Allen**

Furniture Digital and Physical Catalog
www.wesleyallen.com

**1st Photo Assistant/Post-Production / Touch Up Artist
Journey**

Satellite Magazine Men's Issue "Journey"
January - February 2014

**Photo Assistant/Digital Processing / Touch Up Artist
Three**

Satellite Magazine Men's Issue "Bloke"
November – December 2013

**Photo Assistant/Digital Processing / Touch Up Artist
Equestrian**

Satellite Magazine Animal Issue "Beautiful Creatures"
September – October 2013

For Further Information:

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References

Matt Kemper

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Sasha Travis

Director, Astra Dance Theatre
Mobile (323) 947-3396
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Craig Simms

Visual Effects Supervisor, ICO VFX
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