

**Tom Schultz**  
**Technical Artist**  
**Work Breakdown**  
**3/19/2021**

**Sony Pictures Imageworks - Vancouver, BC Canada**

**Matchmove and Rotomation Supervisor - 4 Years (2014 to 2018):**

- Supervising VFX Feature Production's Matchmove and Rotomation departments.
- The facilities head liaison with outside matchmove and rotomation vendors.
- Communicated directly with production staff, supervisors and artists.
- Setup each VFX pipeline and planned out with other department heads on each show's approach and workflow procedures.
- Setting up lens mapping distortion pipeline for all VFX productions.
- Involved with bidding and time estimating with upcoming features.
- Involved with hiring and recruiting matchmove and rotomation artists for the department.
- Final approval for all outgoing department materials and assets.
- Assisted in writing departmental tools to enhance production workflow.
- The facilities point person when using and creating photogrammetry material.

**Sony Pictures Imageworks - Culver City, CA USA**

**Senior Technical Director - 9 Years (2005 to 2014):**

As a Technical director I wore many hats and had various roles during my tenure. Here is a breakdown of those different roles and what I did.

**Matchmove and Rotomation Artist - 2006 to 2007:**

- Creating digital set environments using photogrammetry, lidar and survey data.
- Recreating the camera motion from what was filmed on set using tracking software: 3DEqualizer, Boujou, PfTrack, Maya, and proprietary software.
- Rotomation: animated 3D digital characters against live action plates, based on an accurate matchmoved camera.

**Cloth and Hair Artist - 2007 to 2008:**

- Received extensive training in the Cloth and Hair department.
- Worked as a Cloth and Hair artist for various feature productions.
- Worked with proprietary software that calculated and simulated the cloth and hair on 3D digital characters.
- Used a combination of different techniques to simulate and composite multiple simulations to get the desired result.
- Had daily reviews with the VFX Supervisors and CG Supervisors.

### **Layout Artist - 2008:**

- Received extensive training in the layout department, focusing on previsualization and rough layout.
- Worked as a 3D Layout Artist for various feature productions.
- As an Layout Artist I roughly laid out digital environments and broke down camera positions based on story boards.

### **Matchmove and Rotomation Lead - (2008 to 2009, 2013 to 2014):**

- Leading the Matchmove department's involvement with feature productions.
- Liaison with outside vendors.
- Overseeing and approving artists work.
- Lidar and survey cleanup and reprocessing.
- Used Photogrammetry software and techniques to recreate digital sets and use that data for shot work. Agisoft Photoscan, Reality Capture.
- Setting up and creating 3d environments so the same environment is reused and remains consistent throughout the sequence.
- Setting up and mapping the lens distort for all VFX productions.
- Troubleshooted shots from animation as well as other departments including lighting and compositing.

### **3D Stereo Camera Department Lead - (2009 to 2013):**

- Was a department lead with the 3D Stereo Camera department. Which ingested the live action material and 3d environments and prepped and dialed all the data for stereo enhancement.
- Our work consisted of creating additional 3D models, cameras for reprojection and the dialing of 3D Stereo camera pairs, sometimes multiple pairs per shot.
- In addition to shot work, I oversaw several in-house artists and had upwards of 50 artists overseas at our India facility.
- Held daily reviews, video meetings and online chats with our India division, communicating on the day to day concerns and status of shots.
- I assisted in creating and integrating native stereo into our facilities existing VFX pipeline.
- I traveled to India and trained our overseas artists and supervisors how to incorporate native stereo with matchmove and rotomation.
- Helped develop various techniques utilizing matchmove data and improving productivity for the 3D Paint department.
- Improved our India's facilities production workflow and streamlined their reviewing and quality control procedures.
- Was the facilities head liaison with outside vendors

### **Development:**

- Developed automated scripts to assist in matchmovers in transferring data from one software package to another.
- Redesigned how our in-house 3D tracking software and how it interfaces with Autodesk's Maya and how artists use it. Greatly improving productivity.
- Developed and trained artists with a Rotomation toolkit to assist them in animating 3D digital characters against live action plates.
- Developed artist tools for the 3D Stereo department to speed up workflows.
- Developed ingest scripts and publishing tools for outside vendors

## **Digital Domain - Venice, CA USA**

### **3D Integration Artist - 3 Years (2002 to 2005):**

- Creating digital set environments based on what was filmed on set using photogrammetry, lidar and survey data.
- Recreating the camera motion from what was filmed on set using tracking software: 3DEqualizer, Maya, and in-house software.
- Worked on feature films and commercial spots.
- Trained matchmove artists who were new to the facility and the industry.

## **Horizon Displays - Dekalb, IL USA**

### **CAD Draftsman - 5 Years (1996 to 2001):**

- Generated blueprints for display booths using CAD software
- Generated material order sheets for all the materials required to construct the display booth.
- Worked one on one with account executives working out the needs and wishes of the clients
- For each client event, I calculated the power requirements for the lighting and equipment.
- Generated setup and installation instructions.