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## Justin Louis

Animator and 3D Generalist

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**EXPERIENCE** **Motion Editor/Animator, Weta Digital**, July 2011- September 2011

- Edit and animate hero body motion captured movements to match the director's selected performance of actors while improving quality and adjusting performances
- Crowd motion capture editing and prop interactions
- Adjust mocap for cloth intersections and skin collisions
- Making perfect coffee in New Zealand

**Layout Artist, Industrial Light + Magic**, September 2010-February 2011

- Create and establish the layout for each shot to pass down the pipeline
- Stereoscopic and single camera matchmoving for shots on various films
- Image based modeling to help establish key areas of sets and shots
- Animation of principal characters in frame for matchmoves

**Character Animator, CCP Games**, April 2009-September 2010

- Create dynamic and realistic animations for characters and creatures
- Establish character blocking and animation that works with the Animation Director's vision and meets game design needs
- Enhance mocap assets and improve animation pipeline
- Troubleshoot pipeline issues and train/mentor other animators

**Motion Editor/Animator, Giant Studios**, March 2008-November 2008

- Edit and animate captured body and facial movements to closely match original motion of actors using animation techniques and IK goals while improving quality
- Create and setup assets for increased pipeline productivity
- Deliver animation for various feature films, AAA video games, commercial spots

**3D Generalist, Hydraulx**, December 2006-January 2008

- Created 3D models for environment and character interactions
- Responsible for matchmoving, 3D camera tracking, problem solving on shots
- Animated principal characters, rotomation of principal props/characters
- UV layout and texture creation for models and matte paintings/projections

**CREDITS**

**Films:** The Adventures of Tintin, Transformers 3, Cowboys and Aliens, Avatar, Tron Legacy, Fantastic Four 2, Mummy 3, Shooter, Night at the Museum 2, AVP-R, Jumper, Meet Dave, The Invasion, The Seeker

**Games:** EVE Online, World of Darkness, UFC 2009, Star Wars: The Old Republic

**Spots:** Toyota-World of Warcraft; Gears of War 2-Rendezvous; Mercury-Synapse, Tree, Soundwave; Tool's Vicarious music video, The Dark Knight

**EDUCATION**

**The University of Georgia**, Athens, Georgia  
Bachelor of Arts, Drama-Dramatic Media

**TOOLS**

**3D:** Maya, Boujou, Motionbuilder, Giant Studios' mocap software, ILM's Zeno software, Lightwave, Syntheyes, ZBrush, Cyslice, UVLayout, 3DS Max

**2D:** Photoshop, Particle Illusion, Final Cut, Shake, After Effects, traditional media

**ADDITIONAL**

**Language Skills:** Conversational French

**Production Skills:** Set marking, mocap direction and setup, camera/mic/lighting setups, acting, game treatments, screenplay writing and editing