

Caleb Owens
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Curriculum Vitae

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EXPERIENCE

Visual Effects Supervisor / Digital Artist

Nationwide clientele *Sept 99 – present*

Recent work: On set VFX Sup (Nascar Sprint, Michael Mann director)

(A52, BMW “ Fall Apart” , Quick Stop”) (“Jelly Belly” Director / VFX Sup 4 spots)

Notable Clients: Grey Matter FX, a52, NVIDIA, Miss Jones, Imaginary Forces, Field Trip, Windmill Lane, Alias/wavefront, Paul Mitchell

VFX Supervisor

Motion Theory, Venice, California, Feb. 08 – August, 08

Recent work: Sony HDNA, “Breeze, Flytrap”, Guinness “Hurling Cubed”

VFX / Animation Supervisor

Synthespian Studios, Hollywood, California, “Radio City Music Hall, Stereo 3D” May 07 – Oct. 07

All aspects of digital production, including but not limited to setup, design, and animation for all CG, 70 mill stereoscopic film

Animation Supervisor

Digital Domain, Venice, California, “Zoom” Nov. 05 – May 06

Supervising animator on feature film “Zoom”.

Technical Art Director

Electronic Arts, Redwood Shores, California, Nov. 04-Nov-05

All aspects of digital production, including but not limited to setup, design, and animation. Art pipeline design and trouble shooting.

Computer Graphics Supervisor

Digital Domain, Venice, California, Nov. 03 – July 04

On set supervision as well as post cg and animation work.

David Fincher’s “Constant Change” HP spot, Got Milk

Digital Artist / Look Dev. Lead

Digital Domain, Venice, California, “Peter Pan”, Feb. 03 – Nov. 03

Lead Look Dev. Artist for crocodile. Utilize Maya to Renderman/(SLIM/MTOR) pipeline. Color and lighting for final shots.

Other projects: Looney Tunes, Irobot

Lead Technical Director / Digital Artist

Digital Domain, Venice, California, “Experience Music Project”, Nov. 99 - June 2000

Lead TD on creation of 3D facial replacement of James Brown.

Spearheaded R&D efforts, set-up Maya facial system, skinning, animation, and look development

Digital Animation Supervisor

Rainmaker Digital Pictures, Interactive division, June 99 - Sept 99

Supervisor, director and animator for interactive game and film projects,

Recommended techniques, software selection and pipeline procedures

Senior Technical Director

Sony Pictures Imageworks, “Astronaut’s Wife” April 99 - June 99

Creature set up, look development and color and lighting final vfx shots

Animator / Technical Director

Dream Quest Images, (Disney) “Inspector Gadget”, July 98 - March 99

All aspects of digital production, including but not limited to set up,

design, animation and compositing, Initial R&D for Maya Cloth,

recommended pipeline for implementation.

Computer Graphics Supervisor

Square USA, May 96 - July 98

One of six supervisors responsible for 60+ animators, overseeing and participating in every aspect of digital production, including but not limited to: technical, art and animation direction, modeling, color and lighting and animation

Senior Animator / Technical Director

JVC Multimedia, Nov 95 - May 96

All aspects of digital production, including but not limited to: modeling characters and environments, texturing, lighting, animation and compositing

Animator / Research Assistant

Florida Center for Electronic Communication, Sept 93 to Aug 95

Produced fully 3D animated shorts to poems written by Dr. Edmund Skellings, Poet Laureate of Florida, for research and demonstration use within state education system as well as worldwide higher education institutions

Computer Animation Director

Visual Evidence, Inc, June 92 to Sept 93

Produced forensic animation for accident reconstructions, and for anatomical, maritime, architectural and aeronautical purposes

3D Artist

Freelance 1989 to 1993

Freelance animator and independent producer for numerous clients, producing 3D animation, postproduction graphics, editing and multimedia designs

FILMOGRAPHY

Films (partial list)

Zoom 2006
A Life Aquatic 2004
iRobot 2004
Peter Pan 2003
EMP (Digital James Brown) 1999
Astronauts Wife (uncredited)
Hollow Man (uncredited)
Mighty Joe Young 1998-99 (uncredited)
Inspector Gadget 1999

SOFTWARE PROFICIENCY

3D

Maya
Houdini
Renderman

2D

Shake
After Effects
Nuke
Final Cut Pro

Additional skills

- * Highly perceptive visual and tonal artistic abilities.
- * Practical and efficient problem solver.
- * Exceptional people skills.
- * Ability to speak to large audiences or pitch concepts.
- * Very well rounded artistic skills balanced with solid technical knowledge.
- * Easy going demeanor, with confident decision making skill.
- * Quick study with humble attitude.

Excellent **data management skills** and **solid working knowledge** of Unix and MEL
Extensive experience on Unix, Windows and Mac platforms.

EDUCATION

Florida Atlantic University
Bachelor of Fine Arts 1995

Graduate Studies:

Florida Atlantic University, Florida Center for Electronic Communication
Computer Art/Animation

Stanford University

Continued Studies in Sculpture 2006

PROFESSIONAL AFFILIATIONS

Academy of Interactive Arts and Sciences

ACM Siggraph, Los Angeles

IGDA (International Game Developers Association)

SPEAKING ENGAGEMENTS

- Siggraph Chapters meeting 2004, *Making of Croc in Peter Pan*,
- Siggraph Chapters meeting 2004, *Making of David Fincher's HP Constant Change*<>
- Alias Wavefront 3Dec Event NYU 2001-02, *Facial Rigging for Complex Realistic Facial Animation*
- Art Institute of Ft. Lauderdale, *Digital Compositing with Shake*
- Siggraph 2001 Alias Wavefront professional seminar, *Facial Rigging for Complex Realistic Facial Animation*
- Siggraph 2000 Alias Wavefront presentation, *Making of Digital James Brown*
- Ft.Lauderdale Florida Siggraph presentation, *Making of Digital James Brown*
- Siggraph 2000 Panel, *Putting a New Face on The Godfather of Soul*
- 1998 Siggraph Career Bootcamp guest speaker <>

TEACHING ENGAGEMENTS

- **Art Institute of Ft. Lauderdale,**
VFX Fundamentals
Intro to Visual Effects
3D animation II & III

- **Florida Atlantic University,**
Digital Compositing (grad and undergrad)

Press

- *Computer Graphics World*
- *Animation*
- *3D World*
- *Vfxpro.com*
- *Next Generation*
- *New York Times*
- *Millimeter*
- *Los Angeles Times*
- *Shoot*
- *Seattle Times*
- *Hollywood Reporter*
- *cgchannel.com*
- *El Pais (Spain)*

CREATIVE PURSUITS

- *Professional Drummer / Musician*
- *Custom vintage motorcycle builder*
- *Snowboarding*
- *Surfing*

references and demo reel furnished upon request