

joe reese

compositor

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Profile

I'm a hard-working compositor seeking staff film work collaborating with good people.

Experience

Compositor, Industrial Light & Magic LApod, CA - 2/2011 - 5/2011

- Composite shots for "Super 8" as objects gravitate toward the assembling spaceship.

Compositor, Digital Domain Venice, CA - 11/2010 - 2/2011

- Compositing shots for "Real Steel" assembling elements complex stadium
- Repair work on film plates using projections within Nuke

Depth Artist, Stereo D Los Angeles, CA - 8/2010 - 10/2010

- Worked on converting shots for the stereoscopic films "Jackass 3D", "Gulliver's Travels"
- Created depth maps to assign proper parallax values for scene elements relative to camera

Compositor, Gradient Effects Marina Del Rey, CA - 04/2010 - 06/2010

- Integrated close up head shots with blowing hair for a vampire western called "Priest" using NukeX to track scenes as well as a hand insertion to match same angle shots for continuity

Stereoscopic Compositor, ICO Entertainment Burbank, CA - 12/2009 - 1/2010

- Composite and paint repair work on shots converted to stereo for "Alice in Wonderland".
- Repaired specific areas of the frame using Shake by combining various methods of comp and paint fixes to remove artifacts introduced by the stereoscopic conversion process.

Compositor, Rhythm & Hues Los Angeles, CA - 11/2008 - 11/2009

- Worked on greenscreen shots for the film "Land of the Lost" using ICY in house compositor
- Integrated CG lighting renders and matte paintings into BG plate to appear seamless
- Composited CG chipmunks into live action shots for "Alvin2"

Compositor, Laika Portland, OR - 7/2008 - 10/2008

- Worked on shots for the stereoscopic film "Coraline" using Shake and Silhouette
- Integrated elements and transformed right eye footage to create correct focal depth illusion
- Provided back plate clean up as well as complex wire/rig removal for characters

Compositor, Digital Domain Venice, CA - 1/2008 - 6/2008

- Integrated CG attacking mummies, shadows and dust into existing footage for "Mummy 3"
- "Speed Racer" needed composites of detailed multipass lighting renders for cars and racetracks that required color corrections match shots to sequence on a short timeframe.
- Animated textures, searchlights and details on wide shots using primarily matte paintings.

Compositor, Cafe FX Santa Maria, CA - 8/2007 - 1/2008

- Added set extensions Emmy Award winning mini-series "John Adams" with Digital Fusion
- Integrated matte painting/photo with green screen footage creating St. James Place interior
- Tracked and integrated rooftops extensions for buildings and added ships/skies into harbor

Compositor, Digital Domain Venice, CA - 3/2006 - 5/2007

- Used Maya, Houdini, Shake, and Nuke to recreate +40 shots/composites, achieving optimal 3D experience for the stereoscopic version of Disney's "Meet the Robinsons".
- Composited shots for the Wrigley Field sequence of Clint Eastwood's "Flags of Our Fathers", integrating blue screen FG, crowd simulation renders, Nuke re-projection of the

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baseball stadium, light falloff, and set dressing.

- Integrated projected pirate ships in the background for shots on "Pirates 3"
- Integrated CG sharks into a city apartment and retimed Uma's entrance with her chainsaw and 10 other shots "My Super-Ex Girlfriend"

Lighter/Compositor, DNA Productions Irving, TX - 10/2005 - 3/2006

- Used Houdini and Nuke to light and composite shots for "The Ant Bully".
- Nuke was used for procedurally compositing multi-pass renders from Renderman to ensure seamless layering, while maintaining continuity of color, light, and detail.
- Finaled 12 shots based on key direction and look for shots in "The Ant Bully".

Compositor, Will Vinton Studios Portland, OR - 12/2000 - 4/2001

- Layering of final renders, physical production, and green screen elements on tight schedule.
- Collaborated with directors and producers to determine elements needed & estimated time necessary to accomplish shots before the final edit of each episode of the "The P.J.'s"

Education

University of Illinois, Champaign, IL - Industrial Design, 1990 (+70 hours completed)
College of DuPage, Glen Ellyn, IL - Advertising Illustration, 1992 (+30 hours completed)

Technical Proficiency

Nuke, Icy
Flame, Smoke
Silhouette (paint, roto for stereoscopic)

Technical Familiarity

Houdini, Maya (lighting & projections only)
Modo (modeling), Z Brush (texture painting)
Final Cut, Premiere, After Effects, Photoshop

Skills

Compositing and Color Correction
Online Editing and Finishing
Basic Multi-pass Lighting/Comp
Stereoscopic Project Experience

Interests

Concept Art, Story/Sequential Illustration
Modeling (clay maquette, 3D)
Camera Stand Photography, Writing Stories
Shooting with my Arriflex 16BL

Recent Project List

compositor - "Super8" (2011)
compositor - "Real Steel" (2011)
depth artist - "Jackass3D" (2010) (stereoscopic conversion)
compositor - "Priest" (2011)
compositor - "Alvin2" (2009)
compositor - "Land of the Lost" (2009)
compositor - "Coraline" (2009) (stereoscopic version)
compositor - "Mummy 3" (2008)
compositor - "Speed Racer" (2008)
compositor - "John Adams" (2008) (HBO mini-series)
compositor - "Meet the Robinson's", Disney (2007) (stereoscopic conversion)
compositor - "Flags of Our Fathers" (2006)
compositor - "My Super-Ex Girlfriend" (2006)