

Daniel Molina

Compositor :: Digital Artist

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Skills

Shake Nuke Photoshop Commotion MoKey
After Effects Maya MatchMover Illustrator SynthEyes

Experience :: Film & television: BluRay content

Mac and or PC platforms.

Employment

ZOIC Studios - Culver City

January 2010

Project: Gillette Commercial

• Used editors previz to create final motion graphics comp with added fx in After Effects.

Digital Dream VFX - Studio City

Sept. 2006 -October 2009

Projects: The Pacific, Old Dogs, Crazy on the Outside, Mist, Amusement, Wild Hogs, Next, The Nativity Story, Spiderman 3

• Compositor, 3D, effects, clean up, roto.
• Comping 2D and 3D elements, creating/rendering 3D elements/effects, animation, layout, texture and lighting using Maya, 2.5D animation in AE, paint/clean up with use of MoKey, created graphic elements.

MX Entertainment - San Francisco

June 2005 - February 2010

Projects: Bolt bluRay / Ice Age The Meltdown bluRay / The Sentinel bluRay /

The Who "Tommy and Quadrophenia Live with Special Guests" / Usher "Truth Tour"

• Utilized After Effects, Maya, Phototshop and Illustrator for the creation of various motion menus. Achieved tasks include compositing, 2D and 3D animation within After effects, creation of simple 3D environments and texture, lighting and rendering them out of Maya. Asset creation and prep work for BluRay DVD titles; motion menu creation, design, PSD button animations

Rearden Studios - San Francisco

Oct. & Nov. 2005 / March 2006

Project: MoAd (Museum of African Diaspora) : Culinary Traditions Exhibit

• Worked with After Effects and Photoshop to create photo composites that implemented subtle 2D camera moves and cross fades. Other tasks included green screen matte extractions and design.

Lieberman Productions - San Francisco

May & June 2005 / Jan-August 2006

• Green screen compositing and motion graphics for Sheer Cover and Pro Activ infomercials.

Rearden Studios - San Francisco

April 2005

Project: Hanuman

• Worked with After Effects in order to do roto and compositing work to achieve an 'appearing' effect.

• Completed Internship :: Feb. - April 2005

Project: 'Everything is OK music video for the band Halou

• Assigned ten shots which included such tasks as keying and roto of HD plates and combining them with Photoshop artwork in After Effects. Other tasks included tracking and animation.

Education

Ex'pression College for Digital Arts - Emeryville, CA

June 2003 - March 2005

Program provided instructions in Visual Effects and Compositing with the use of various software such as Maya, Photoshop and After Effects.

Degree: Bachelor of Applied Science in Visual Effects and Animation

Silicon Valley College - Walnut Creek, CA

Sept. 1999 - June 2002

Degree: Bachelor of Arts Degree in Design and Visualization

Additional Skills

• Painting • Drawing • Sculpture • 6 yrs of management • Proficient in Spanish

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Replaced background hills with matte painting.
Re created blasts and smoke passes with various
live elements. 2d tracking along with some roto.



Full CG background replacement. Created digi matte
painting with multiple smoke, blasts, flashes and hits.
Incorporated cg ships. 2d tracking including hand
tracking some parts.



Animated, textured, lit and rendered out cg arm and
helmet. Comped passes into shot.



Added more explosions, 2d tracking and some minor
roto of the guys running in front of the added blasts.
Added some smoke as well to the background.



Added more explosions and smoke. Created clean plate to remove bg hill structures. Used moKey to track shot. Minor roto to add in fg guys.



Intergrated multipass renders of CG plane. Made lighting adjustments and handled render passes for this shot as well as a few other in this sequece.



Added more explosions and dirt hits. Used moKey to track shot.



Smoke enhancement to BG, MG and FG. Some roto and soft keying techniques to create separation in Z space.



Removed blue ribbon from the other soldiers in this series of shots.