

## JOHN KITCHING – 2010 RESUME

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### CORE SKILLS

**Primary Software Skills :** Shake, Nuke, Maya, Photoshop,

**Secondary Software Skills :** Bodypaint, After Effects, ZBrush, Boujou, Silhouette, Unfold 3D

### EDUCATION AND QUALIFICATIONS

**Diploma of Screen (3D Computer Graphics and Animation : Maya)**      **April 2005–July 2006**  
Computer Graphics College, Sydney, Australia

**Short Course- Introduction to Shake 4**      **March 2006**  
Enmore Design Centre, Sydney, Australia  
4-day short course in digital compositing with Shake

**Bachelor of Visual Arts Degree (Major Elective – Painting/Illustration)**      **1996-2000**  
Manukau Institute of Technology, Auckland, New Zealand

### INDUSTRY EXPERIENCE

#### **March 2010 - Present**

**Composer, “Tomorrow When The War Began” Feature Film**  
Fuel VFX International, Sydney, Australia

Duties included:

- Digital Compositing
- Rotoscoping
- Paint/Prep work

#### **December 2009 – March 2010**

**Composer, “Iron Man 2” Feature Film**  
Fuel VFX International, Sydney, Australia

Duties included:

- Digital Compositing both live action and multipass 3D renders in Linear Light
- Rotoscoping
- Paint/Prep work

#### **October 2009**

**Composer, “MTV-HD” TV Spot for MTV**  
Umeric, Sydney

Duties included:

- Compositing multipass 3D renders using After Effects and Shake
- Rotoscoping
- Creating particles and other elements using Shake, Particle Illusions

### **July –September 2009**

**Texture Artist/Compositor, "MSN Talk" TV Spot for MSN Canada**  
Umeric, Sydney

Duties included:

- Creating photorealistic textures for 3D models in Photoshop
- Compositing multipass 3D renders using After Effects and Shake
- Rotoscoping
- Creating particles and other elements using Shake, Particle Illusions

### **March–May 2009**

**Shake Compositor, "Playground" TV Spot for MTV Music Channel**  
Umeric, Sydney

Duties included:

- Digital Compositing
- Colour correction and grading
- Green-screen keying and matte extraction
- CG Integration with matte paintings and live plates
- Look development
- Rotoscoping

### **December 2008**

**Shake Compositor, "Man Vs Wild" TV Spot for Discovery Channel**  
Umeric, Sydney

Duties included:

- Colour correction and grading
- Integrating multipass 3D renders and live footage
- Paint Fixes
- Rotoscoping
- Tracking
- Look development

### **June – November 2008**

**Shake Roto/Paint Artist, Junior Compositor, Matte Painter, "Australia" Feature Film,**  
Photon VFX, Movie World Studios, Gold Coast, Australia

Duties included:

- Compositing
- Tracking
- Tracking marker removal
- Dust-busting
- Creating clean plates using Photoshop and Shake
- Keying/Matte Extraction
- Matte Painting
- De-graining
- Creating garbage, hold-out, isolation and articulate roto shape mattes

### **May – June 2008:**

**Shake/Silhouette Roto/Paint Artist, "Laundry Warrior" Feature Film,**  
Photon VFX, Movie World Studios, Gold Coast, Australia

**Duties included:**

- Creating garbage, hold-out, articulate and isolation mattes in Shake and Silhouette for use by the compositing team
- Tracking marker removal

**March 2007 – March 2008:**

**Lead Shake Compositor, "Animalia" TV Series,**  
Photon VFX, Movie World Studios, Gold Coast, Australia

**Duties included:**

- Compositing multi-pass 3Delight renders using Shake on a tight production schedule.
- Extensive relighting/grading of daytime renders to reflect differing times of day and environmental conditions.
- Conducting daily internal reviews of the compositing department's shots before they went up for review in front of the Director.
- Attending daily review sessions with the Director, Producer and Art Director.
- Passing on feedback from the client to compositing team members and advising where changes were necessary and discussing possible problems and solutions.
- Delegated shots and general supervision of the compositing department.
- Working on concept design and compositing/SFX R&D for future episodes.
- Liaising with the VFX Supervisor, VFX Producer, Production Co-Coordinator and Lighting and Matte Painting Department Leads

**August 2006 – March 2007:**

**Texture Painter, "Animalia" TV Series,**  
Photon VFX, Movie World Studios, Gold Coast, Australia

**Duties Included:**

- UV Mapping assets using Unfold 3D and Maya.
- Texture painting of characters, environments, props and set dressing using Photoshop and Bodypaint under a tight production schedule.
- Converting textured Maya assets to be used with 3Delight, which included baking light and shadow maps for environments and in some cases manually painting light onto sets and props.
- Cleaning and prepping Maya scene files for rendering using 3Delight pipeline.
- Modeling and placing set dressing for environments

REFERENCES
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Available on request