

Daniel Lloyd-Wood

Experience

1 year Java and Python programming for a visual effects pipeline.

3 years camera, body and object matchmoving.

Projects

Harry Potter and the Deathly Hallows: Part I (2010)	Senior Matchmove Artist – Rising Sun Pictures <i>Camera/Object/Body tracking</i>
Into the Universe with Stephen Hawking(TV) (2010)	Pipeline TD – Red Vision <i>Developed tool and workflows and provided technical support for artists</i>
Where The Wild Things Are (2009)	Lead Matchmove Artist – Framestore <i>Puppet head tracking for face replacement</i>
Australia (2009)	Lead Matchmove Artist – Framestore <i>Camera tracking and camera layout. Some animation layout.</i>
The Dark Knight (2008)	Senior Matchmove Artist – Framestore <i>Facial tracking for face replacement</i>
The Chronicles of Narnia: Prince Caspian (2008)	Lead Matchmove Artist – Framestore <i>Camera/Object/Body tracking</i>
His Dark Materials: The Golden Compass (2007)	Matchmove Artist – Framestore <i>Camera/Object tracking</i>
Underdog (2007)	Matchmove Artist – Framestore <i>Camera/Object tracking</i>
Primeval (TV)(2007)	Junior Matchmove Artist – Framestore <i>Camera/Object tracking</i>
Prehistoric Park (TV)(2006)	Junior Matchmove Artist – Framestore <i>Camera tracking</i>

Key Skills

Programs / Languages

Maya	PfTrack
Houdini (basic)	Syntheyes (basic)
Mudbox (basic)	Nuke (basic)
Renderman	After Effects (basic)
SLIM (basic)	Photoshop
MatchMover	Java programming
Boujou	Python programming
3d Equalizer	MEL scripting

Matchmoving

Production of cameras for use in a 3D package from 2D footage.

Production of animated objects within a scene which match the 2D footage.

Programming

Design of workflows and subsequent programming and design of the tools to support those workflows in both Java and Python.

Support

Provision of support for tools and help with any query relating to the technical side of a production.

Team Skills

Ability to work as part of a team or at the head of a team. Experience of both roles on several films. Tasks as team leader included: organisation of schedule, preparation of matchmove material, guidance and training of team members.

Problem Solving

Coming up with solutions for tasks previously not encountered by the department. Ability to take initiative to solve problems.

Employment History

Date: July 2010 – August 2010

Position: Senior Matchmove Artist

Company: Rising Sun Pictures
1/180 Pulteney Street,
Adelaide,
South Australia,
5000

Responsibilities:

- Provide matchmoved cameras for the next stage of the pipeline.
- Provide matchmoved objects and characters for the next stage of the pipeline.
- Guide and help team members with any problems they may have.

Salary: £26000 pa

Date: April 2009 – April 2010

Position: Technical Director

Company: Red Vision
George Leigh Street,
Manchester
M4 6AF

Responsibilities:

- Design workflows for VFX projects.
- Provide tools to enable and improve those workflows.
- Provide support for the tools and any other query related to the technical side of a production.

Salary: £25000 pa

Qualifications

Sept 2002- May 2005

Degree

First Class BA (Hons) Media Production
University of Lincoln

Dean Close School, Cheltenham
1997-1999

GCSEs

5 Grade A
5 Grade B
3 Grade C

Dean Close School, Cheltenham
1999-2001

A-Levels

Biology – B
Economics and Business – C
Chemistry (AEB) – D

References

Edwina Jamieson
VFX Artist Manager,
Rising Sun Pictures,
1/180 Pulteney Street,
Adelaide,
South Australia,
5000

Please contact Rising Sun Pictures (+61 8 8400 6527) human resources to ask for this reference.

Antony Carysforth
Head of Research and Development,
Red Vision,
George Leigh Street,
Manchester
M4 6AF

Please contact Red Vision (0207 419 2010) human resources to ask for this reference.