

## **Brian F. Lee - Composer/VFX**

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### **Skills**

- Maya
- Realflow
- Particle Illusion
- Eveart (mocap)
- After Effects
- Boujou
- Shake
- Photoshop
- Illustrator
- Flash

### **Creative Interests**

- Tracking
- Simulations and Dynamics  
(hair/cloth/fluids/particles)
- Compositing
- Matte Painting
- Storyboard
- Concept Sketches
- 3D Animation
- Logo Design

## **Experience**

### **United By Fate**

*Freelance Composer/Animator (April 2007 - May 2007)*

- 2D tracking
- Rotoscoping
- Animation

### **RedGiant Production Team, AICA-LA**

*Composer/VFX for Platypus (October 2008 - March 2009)*

- Compositing a cg animal into a live action scene
- Digital wire and human removal with 3D tracking and match movement

### **Boss Productions**

*Flash Animator/Character Design (February 2007 - March 2007)*

- Design and animate 2D character match in appearance and style of actor
- Character interaction with the "Zero Limits" logo

### **Game Wizards Productions (Cinematics Team), AICA-LA**

*Motion Capture for video game "Detox" (January 2006 - March 2006)*

- Add tracking markers to actor and used Evart to monitor movement
- Transfer information to a 3D rig

## **Education**

### **The Art Institute of California - Los Angeles, CA**

Bachelors of Science in Media Arts and Animation

- Specializing in Visual Effects and Compositing
- March 2009 Graduate