

Meg Morris

morris@cothroman.com

I am seeking a vfx position in an exciting & creative environment.

Skill Stuff:

- Strong spatial perception of objects in 3D space
- Production experience on feature films
- Good problem solving skills, with high attention to detail and organization

Maya, MEL, Boujou, SynthEyes, Nuke, AfterEffects, Digital Fusion, Media 100, Combustion, Photoshop, Illustrator, Premiere & HTML

Windows, UNIX, Mac

Work Stuff:

8/04-present

Freelance Artist, California

- Provided rotoscoping, video editing and graphic design for a variety of clients. Commercials: GM - *Robot* - (roto), Super Bowl spot) Sway Studios, Six Flags - *You are Here* - (roto) The Syndicate

8/06 to 12/06

Digital Artist, Sassoon Film Design, Santa Monica, California

- Roto/tracking artist on *LIONS 3D*. Duties include 3D tracking of camera for matchmove shots. 3D scene setup for stereoscopic rendering. Created articulate roto of plate elements to create depth mattes for stereo projection.

2/06 to 8/06

Digital Artist, Digital Domain, Venice, California

- Roto artist on *Flags of our Fathers*. Duties include roto using 2d, 3d and hand tracking techniques. Collection, integration and management of scripts, and updating of task management software.

1/04-6/04

Technical Artist, Criminal Mastermind Productions, San Jose, California

- Worked with creative departments and programmers to provide art technical support and coordination of production teams to reach milestones. Provided animation layout and scene setup to ensure consistency of art assets. Provided technical support for Maya. Additional responsibilities included character animation, creation of task specific custom GUIs to improve workflow, UV layout and creation of graphic elements for the game UI.

4/97-1/03

Production Artist, Panorama Productions, Santa Clara, California

- Lead artist for corporate presentations, videos and staging events. Created speaker support presentations, videos and documentation for a variety of clients including Knight Ridder, Cisco Systems, United Defense, Hewlett Packard, and GE Nuclear Energy. Designed support videos and graphics for new product releases and trade show booths. Additional duties included general hardware and software troubleshooting.

3/93-7/96

Production Manager, SPIKE Interactive Inc., Aptos, California

- Created and managed community information kiosk network representing over 300 advertisers in four Bay Area counties. Coordinated advertiser resource collection, maintenance and distribution of kiosks.

School Stuff:

Bachelor of Fine Arts, December 2003
Academy of Art College, San Francisco, CA

Multimedia Specialist Certificate, June 1997
Masters Institute, San Jose, CA

Other Stuff:

I am a competitive fencer at the Pacific Coast Section and Regional levels.

I was the Bout Committee Chair at the California Fencing Academy who is responsible for overseeing bout committees and referees to insure timely operation of tournaments with up to 80 athletes.