

ben mcewan

D I G I T A L C O M P O S I T O R

Details.

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Profile.

- Three years professional experience in visual effects.
- Specialisation in photorealistic compositing (live-action and CG integration).
- Excellent eye for colour, lighting and composition.
- Self-motivated, hard worker.
- Enthusiastic personality.
- Strong problem solving skills.
- Great team player.
- Attention to detail.

Skills & Software.

Compositing:	● ● ● ● ●	The Foundry Nuke:	● ● ● ● ●
Paint + Rotoscoping:	● ● ● ● ●	Imagineer Mocha Pro:	● ● ● ● ○
Matchmove:	● ● ● ● ○	Adobe After Effects:	● ● ● ● ●
Art Direction:	● ● ● ● ○	Adobe Photoshop:	● ● ● ● ●
Motion Design:	● ● ● ○ ○	Eyeon Fusion:	● ● ● ○ ○
Microsoft Windows:	● ● ● ● ○	Pixel Farm PFTrack:	● ● ● ● ○
Apple OSX:	● ● ● ● ○	2d3 Boujou:	● ● ● ○ ○
Linux/Unix:	● ● ● ○ ○	Autodesk 3ds Max:	● ● ● ● ○
		Mental Ray:	● ● ● ● ○

Relevant Experience.

July 2010 –
August 2010

Animal Logic **Compositor & Comp Support**

- Stereoscopic conversion for Harry Potter and the Deathly Hallows: Part 2. Created high-accuracy, articulate mattes (roto+keying) for characters and objects in each shot. Also removed unwanted objects from shots. I worked closely with Compositing Supervisor (Aaron Barclay) to deal with assets coming into the building from external vfx vendors.
- Produced articulate mattes for Hyundai TVC.

July 2010 –
August 2010

Eye Candy Animation **Compositor, Lighter, Matchmover**

Brought on board to help hit a tough deadline on a specific project. Main duties included compositing CG renders into live-action plates and beautifying shots. Due to time restraints, I also took on matchmoving and 3D lighting work to help get the project across the line on time.

September 2008 -
January 2010

That's A Wrap Productions **"VFX Guru"**

Was the sole visual effects "go to guy" both starting and completing 95% of the shots. I worked efficiently to complete set tasks to ensure the material was ready for Comic-Con 2009. Shots ranged from keying out poorly-lit greenscreens to art directing and producing photorealistic visual effects. I also supervised a one-day visual effects shoot.

April 2009 -
Present

AEtuts+ **Instructor**

I am a semi-regular contributor to *AEtuts+*, teaching the growing online community my tips and techniques for Adobe After Effects. One of my video tutorials is based on an effect seen in *Terminator Salvation*. This attracted the attention of the person who created the effect in the film, who commended my professional techniques.

September 2007 -
January 2010

Navajo Joe Films **VFX Supervisor, Visual Effects Artist, Compositor**

Created and composited visual effects for five short films, exceeding the director's expectations. I met the challenge of tackling each shot from start to finish, whilst keeping the production well under budget. The latest short film we worked on saw me Visual Effects Supervise the shoot from a remote location. During post-production, I lead a team of visual effects artists who were located around the world and co-ordinated the successful completion of the production.

July 2009

Chapter 4 Entertainment Composer, Motion Designer

Used advanced techniques to pull mattes from extremely under-lit greenscreens. Resolved frame rate and color space issues preceding the compositing of stock footage. Added texture, re-lit and changed details on plastic gun props to make them look metallic. Animated different components of the guns to replicate how they fire in the real world. Additionally created the opening title sequence for the short film, *Twist of Fate*.

February 2009 -
May 2009

JHM Productions Composer

Part of a small team providing rotoscoping and clean-up services for music video *Start Saving Me* by *Mike Corrado*. Shots were filled with detailed organic shapes, which made each shot quite challenging. Also supplied the company with photorealistic eye replacements, crowd duplication and additional rotoscoping for their in-house short film.

October 2008 -
February 2009

Trico Films Visual Effects Artist, Composer

Independent visual effects artist and composer for Seattle-based production company, *Trico Films*. Generated and composited high quality visual effects for numerous sequences involving gun fire, explosions, and re-lighting of acting talent.

May 2008

ACT Department of Education Producer

Produced a short animated film for the Australian Capital Territory Government, to be shown at a seminar for newly-graduated teachers. It was aimed at helping newly graduated teachers understand what their work atmosphere would be like, and how to deal with their problems. I was approached one week before the seminar with a blank page. I was able to effectively manage both the client's and my own time, which ensured our tough deadline was reached.

Education.

FXPHD 2009 - Present

Currently in my fifth term at Fxphd. Courses I have taken range from compositing-based courses, to Visual Effects Animation. Complete course listings can be found at www.fxphd.com/verify.

Verification Code: 5UDU5PCKFPGKFR6

Academy of Interactive Entertainment 2008

Attended an eighteen-week after-hours course on how to use Autodesk's 3ds Max. I quickly excelled, and was given personal, more advanced material.

Certification Gained: Certificate II in Screen

Nuke Course December 2009

Attended a 3-day full-time Nuke "Crash Course" at the Australian National University. It was aimed at professional compositors. This was taught by industry veteran, Paul Kirwan.

Certification Gained: Certificate II in Screen

Lake Tuggeranong College 2008 / 2009

Grade's 11 & 12 were completed at *Lake Tuggeranong College*. My majors were 3D Animation and Media.

Certification Gained: Grade 12 Certificate

Certification Gained: Certificate II in Media

Certification Gained: Certificate I in Information Technology