

LARRY WEISS

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OBJECTIVE

Further stretch my creative and technical talents and skills as an artist, mentor, and Senior Lighter/TD in new and established applications.

PROFESSIONAL EXPERIENCE

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|----------------|--|---|------------------|
| 2008 - Present | Tippett Studio | <i>Sr. Technical Director</i> | Berkeley, CA |
| | <ul style="list-style-type: none">Lead Technical Director on Sam Raimi's "Drag Me To Hell". Developed light rigs for sequences and supervised TD crew. Currently, working on "Cats and Dogs 2". | | |
| 2007 – 2008 | Moving Picture Company | <i>CG Supervisor / Sr. Lighting TD</i> | London, UK |
| | <ul style="list-style-type: none">As a member of the "Narnia: Prince Caspian" visual effects crew, I was responsible for creating master light rigs in various sequences. Was the person production could depend on to improve the visual quality on some of the most challenging shots. Supervised lighting of "Magic Door" sequence. Assisted and mentored Junior Lighters. | | |
| 2001 – 2007 | Electronic Arts | <i>Lead Lighter</i> | Redwood City, CA |
| | <ul style="list-style-type: none">Responsible for successfully bringing my film lighting knowledge to improve the quality of lighting for video games as EA prepared for the transition to next-generation platforms. Led a team of Lighters, from five to ten artists, on various video game projects using Maya and proprietary software. Collaborated closely with Art Directors to achieve visual goals and communicate direction to lighting team. | | |
| 1997 – 2001 | PDI/DreamWorks | <i>Senior Lighter/CG Supervisor</i> | Palo Alto, CA |
| | <ul style="list-style-type: none">Developed project pipelines, lighting, and compositing on film and commercial projects, such as "Forces of Nature", using proprietary software. Wrote c-shell scripts on Unix platform to manage data and increase efficiency. Collaborated with Visual Effects Supervisor and Art Director to communicate visual goals to team. | | |
| 1996 – 1997 | Tippett Studio | <i>Technical Director /Lead Lighter</i> | Berkeley, CA |
| | <ul style="list-style-type: none">Initially hired as a member of the lighting department for the Academy Award nominated film "Starship Troopers" for Visual Effects, but was soon promoted to Lead Lighter after demonstrating my creative and technical abilities as a mentor and leader. Increased production efficiency by co-authoring scripts to distribute shots to renderfarm and creating pre-comps for dailies. Technical directed some of the most challenging shots of the film as well as created the effects animation for the Plasma Bug. | | |
| 1995 | Hammerhead Productions | <i>Technical Director</i> | Los Angeles, CA |
| | <ul style="list-style-type: none">Created visual effects using proprietary software and Matador for various film projects such as "Nixon" and "Vampire in Brooklyn" by using morphing and compositing skills. | | |
| 1995 | RGA/LA | <i>Technical Director/Animator</i> | Los Angeles, CA |
| | <ul style="list-style-type: none">Immediately impacted the production of "Braveheart" by creating the sequence of horses appearing to be stabbed by the schiltrons that was not initially planned to be an effect sequence. Using Softimage and proprietary tools, manually motion tracked horse, modeled/textured 3D element, and produced final composite. | | |

- 1994 – 1995 **Pacific Data Images/LA** *Technical Director/ Animator* Los Angeles, CA
 - Created visual effects for various film projects using proprietary software to model, texture, light, and composite. Wrote shell scripts to manage data through lighting pipeline. Projects included “Angels in the Outfield”, “Airheads”, and “Double Dragon”.

- 1993 – 1994 **Rez.n8 Productions** *Technical Director/ Animator* Los Angeles, CA
 - Created broadcast graphics for the Emmy Award winning CBS Lillehammer Olympics using Wavefront software to model, texture, light, and composite.

- 1989 – 1993 **Video Image/VIFX** *Technical Director/ Animator* Los Angeles, CA
 - Created 2D and 3D visual effects for various film projects using Wavefront, Softimage, and proprietary tools. Projects included “Hunt for Red October”, “Patriot Games”, “Batman Returns”, and “Ghost”.

FILMOGRAPHY

Films

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| <ul style="list-style-type: none"> • Drag Me To Hell (2009) • Narnia: Prince Caspian (2008) • CyberWorld (2000) (Antz Segment) • Supernova (2000) • Forces of Nature (1999) • Starship Troopers (1997) • Nixon (1995) • Showgirls (1995) • Vampire in Brooklyn (1995) • Braveheart (1995) • Double Dragon (1994) | <ul style="list-style-type: none"> • Airheads (1994) • Angels in the Outfield (1994) • Batman Returns (1992) • Patriot Games (1992) • Toys (1992) • Alien 3 (1992) • Terminator 2 (1991) • Bill & Ted’s Bogus Journey (1991) • Predator 2 (1990) • Ghost (1990) • The Hunt for Red October (1990) |
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Video Games

- Godfather (2006: PS2, XBox, XBox 360, PS3)
- James Bond Franchise (2002 – 2004: PS2, XBox)

PROFESSIONAL MEMBERSHIPS

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| Visual Effects Society | President, Shiba Inu Fanciers of Northern CA |
| ACM SIGGRAPH | Director, National Shiba Club of America |

EDUCATION

- 1987 – 1990 **University of California, Los Angeles** Los Angeles, CA
Master of Arts, Computer Graphic Design

- 1983 – 1987 **Syracuse University** Syracuse, NY
Bachelor of Fine Arts, Art Media Studies - Computer Graphics

ADDITIONAL ASSETS

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|-----------------------------------|---------------------|
| Mentoring / Managing | Recruiting |
| Pipeline Architecture | C-Shell Scripting |
| Project Bidding | Digital Photography |
| Technical Troubleshooting | Photoshop |
| Video Editing | Dog Trainer/Handler |
| Student Lecturing/Career Guidance | |