

# MICHAEL LEVINE

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## Professional Experience- Technical Director , Cloth Simulation and Lighting –

- 2010 **Asylum Visual Effects** - *The Sorcerer's Apprentice*. Cloth/Hair Technical Director, utilizing nCloth for cloth dynamics, and Shave and a Haircut for hair.
- 2009 **ImageMovers Digital** - *A Christmas Carol*. Cloth/Hair Senior Technical Director. Hair simulations for motion-captured human characters, using nCloth for dynamics.
- 2008-2009 **Sony Pictures Imageworks** – *G-Force*. Cloth/Hair Senior Technical Director. CG guinea pig hair, fur, wind, dynamics and interactions with live actors using Maya Hair and proprietary hair system.
- 2008 **Zoic Studios** – *Sea World Orlando* Commercial. Cloth Technical Director. CG cloth sim for dancers' ribbons using Maya nCloth.
- 2008 **Photon NZFX** – *The Warrior's Way*. Cloth TD in the Auckland, New Zealand office. Working on cape simulations using Maya nCloth.
- 2008 **Digital Domain** – *The Mummy: Tomb of the Dragon Emperor*. Lighting Technical Director. Lighting of terra cotta warriors to live-action plates using Renderman, and Nuke.
- 2008 **Digital Domain** – *Speed Racer*. Lighting Technical Director. Lighting of CG cars with live-action elements and matte paintings, using Mental Ray, and Nuke.
- 2007 **Zoic Studios** – *Criminal Minds - TV Series*. Cloth Technical Director. CG cloth sim for live-action actor's dress using Syflex.
- 2007 **Sony Pictures Imageworks** - *Beowulf*. Cloth/Hair Senior Technical Director/Team Lead. 3D cloth simulation for character costume shots. Setup of cloth rigs for production pipeline, using Maya cloth and proprietary software. Troubleshooting and assisting cloth team members with any technical issues.
- 2006-2005 **Walt Disney Feature Animation** – *Meet the Robinsons*. Cloth Simulation Technical Director. Responsible for all character interaction with 3d cloth elements and props, and construction of master cloth prop rigs for shots. Performed clean-up using Maya cloth and Disney proprietary solvers.
- 2004-2003 **Sony Pictures Imageworks** - *The Polar Express*. Cloth/Hair Senior Technical Director. 3D cloth simulation for character costumes. Master setup of cloth dynamics and properties for production pipeline, using Maya cloth and proprietary software. 3D hair grooming of characters using proprietary software and Renderman.
- 2002-2001 **Walt Disney Feature Animation/The Secret Lab** - *Kangaroo Jack*. 3D cloth simulation and skin dynamics for CG kangaroo using Maya Cloth. 3D lighting with Renderman and proprietary software.

- 2001 **Industrial Light + Magic - *Jurassic Park 3***. Technical Director. Lighting of CG characters, using Renderman.
- 2000 **Walt Disney Feature Animation/The Secret Lab - *102 Dalmatians***. 3D Skin and Muscle dynamics/inertia for fully CG puppy; using Maya and proprietary software. 2D Paint cleanup using Discreet Logic Paint and Combustion.
- 2000-1997 **Walt Disney Feature Animation - *Dinosaur***. Lighting and Compositing of CG characters and effects elements with live-action and miniature plates. Utilizing Renderman, Maya, and proprietary software.

**Education-**

California Institute of the Arts, Valencia, California  
Degree: Bachelor of Fine Arts , 1997  
Major: Experimental Animation