

Michael Levine

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Professional Experience- Technical Director , Cloth/Hair Simulation and Lighting –

2011-2010 **Rising Sun Pictures** -

Harry Potter and the Deathly Hallows Part 2 - Lead Cloth TD

Green Lantern trailer - Cloth TD

Harry Potter and the Deathly Hallows Part 1 - Lead Cloth TD

Tested and setup cloth department workflow and pipeline for the “Dementors”. Responsible for cloth rig creation and improvements, department tools, updating, and maintenance. Other responsibilities included: artistic direction, scheduling, and troubleshooting simulation/pipeline issues for other department members. Also assisted with Houdini fx elements.

2010 **Asylum Visual Effects** - Cloth/Hair Technical Director, *The Sorcerer’s Apprentice*. Grooming and dynamics for Chinatown dragon using nCloth and ‘Shave and a Haircut’.

2009 **ImageMovers Digital** - Cloth/Hair Technical Director, *A Christmas Carol*. Hair simulations for shots with motion-captured human characters, using nCloth for hair dynamics.

2009-2008 **Sony Pictures Imageworks** – Senior Cloth/Hair Technical Director, *G-Force*. CG guinea pig hair, fur, wind, dynamics and interactions with live actors using Maya Hair and proprietary hair system. Cloth simulation using Syflex.

2008 **Zoic Studios** – Cloth Technical Director, *Sea World Orlando* Commercial. 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** – Lighting Technical Director
The Mummy: Tomb of the Dragon Emperor. Lighting of terra cotta warriors and matching elements to live-action plates using Renderman and Nuke.

Speed Racer. Lighting of CG cars with live-action elements and matte paintings, using Mental Ray and Nuke.

2007 **Sony Pictures Imageworks** - Senior Cloth/Hair Technical Director/Team Lead, *Beowulf*. Cloth simulation for multiple character costumes. Setup of master cloth rigs for production pipeline, using Maya cloth and proprietary software. Troubleshooting and assisting cloth team members with technical issues.

- 2006-2005 **Walt Disney Feature Animation** – Cloth Technical Director. *Meet the Robinsons*. Responsible for all character interaction with 3D cloth elements and props. Construction of master cloth rigs for shots using Maya cloth and Disney proprietary cloth solver.
- 2004-2003 **Sony Pictures Imageworks** - Cloth/Hair Technical Director, *The Polar Express*. Cloth simulation for character costumes. Master setup of cloth dynamics and properties for production pipeline, using Maya cloth. Hair grooming and setup of characters using proprietary software and Renderman.
- 2002-2001 **Walt Disney Feature Animation/The Secret Lab** - Cloth Simulation Technical Director, *Kangaroo Jack*. Dynamics and simulation for CG kangaroo using Maya Cloth. 3D lighting with Renderman and proprietary software.
- 2001 **Industrial Light + Magic** - Lighting Technical Director. *Jurassic Park 3*. Lighting of CG dinosaurs using Renderman.
- 2000-1997 **Walt Disney Feature Animation** -
102 Dalmatians. Skin and Muscle dynamics/inertia for fully CG puppy; using Maya and proprietary software.
- Dinosaur*. Lighting and Compositing of CG characters and effects elements with live-action and miniature plates. Utilizing Renderman, Maya, and proprietary software.

Software Experience - Maya, Syflex, Houdini, Photoshop, Nuke, Mental Ray, Renderman, Shave + Haircut

Education-

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