Michael Levine

michael@michael-levine.com

TECHNICAL DIRECTOR/ARTIST

CAREER PROFILE

Experienced Artistic Technical Director with 25+ years production experience in animated films, live-action VFX, commercials, and game cinematics. Specializing in the creation of photo realistic images and simulations for some of the most successful and recognizable films of the past decade . Part of Oscar winning teams awarded for excellence in the creation of visual images for film. Working daily at the intersection of art and technology.

SKILLS AND EXPERIENCE

- Creation of photoreal CG graphics and animation
- Expert level experience with visual simulation software
- Co-ordination with multiple departments to deliver data to specifications
- Working in a fast paced and deadline driven industry
- Supervising and excelling in an artistic and technical team environment

- Managing and bidding team schedules
- Commissioning and integrating custom software from outside vendors
- Writing python software scripts and tools
- Working with 3D skills to make 2D designs into reality
- Fluent with multiple 2D and 3D design applications

- Working with studio clients to realize their vision for large productions
- Co-ordination with toy companies, Marketing, and Consumer Products for CAD and 3D deliverables , active in the 3D print and Maker community.
- Continue to expand artistic career with photography ,life drawing, and 3D printing
- Proficient in multiple 3D and 2D applications

SELECTED EMPLOYMENT and CREDITS HISTORY

2023	**Fuse FX** – *Senior Creature FX TD – cloth, crowd, grooming, hair and fur simulations for: The Santa Clauses, La Brea,Marvel's Secret Invasion*
2018-2022	**Encore VFX**- Senior TD – *Supergirl, The Flash, Doom Patrol, Titans, Black Lightning, Batwoman*
2015-2018	**Image Engine** - Lead Creature FX Technical Director – Kingsglaive: Final Fantasy XV Senior TD: *Jurassic World, Logan, Fantastic Beasts, Game of Thrones*
2013-2012	**Blue Sky Studios/FOX** - Character Simulation Technical Director - *Epic*
2011-2010	**Rising Sun Pictures** - *Harry Potter and the Deathly Hallows Parts 1+2* - Lead Cloth Technical Director
2004-2012	**Sony Pictures Imageworks** - Senior Cloth/Hair Technical Director, *The Polar Express, Beowulf, G-Force, Hotel Transylvania*
2001	**Lucasfilm/Industrial Light + Magic** - Lighting Technical Director - *Jurassic Park 3*
1997-2006	**Walt Disney Feature Animation** – Lighting and Simulation Technical Director - *Dinosaur , 102 Dalmatians, Meet the Robinsons*

TECHNICAL SOFTWARE EXPERIENCE (2D and 3D)

Maya, Houdini, Vellum, nCloth/nHair, Xgen,Ziva, Fusion 360, CAD, Zbrush, Python/Mel, Yeti, Photoshop, Nuke, Renderman, Katana, Vray, Marvelous Designer, Sketchup, Adobe Creative Suite,

EDUCATION

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

Michael Levine

michael@michael-levine.com

Professional Experience-
Technical Artist/Director , Character FX, Simulation, and Crowds –

2023 - **FuseFX -** Senior Creature FX TD – cloth, crowd, grooming, hair and fur simulations using Maya and Houdini for: *The Santa Clauses, La Brea, I'm a Virgo, Praise This!, Marvel's Secret Invasion, The Morning Show, Untitled Marvel Project*

2022   - **Method Studios** – Senior CFX TD – *For All Mankind*, season 3, *Thor:Love and Thunder*

2022-2018 - **Encore VFX** - Senior Creature FX TD –

Setup master cloth/hair/crowd simulation rigs, delivered dozens of elements weekly for episodic broadcast TV schedule for the following shows: *Supergirl, The Flash, Batwoman, Black Lightning, Titans, Doom Patrol, Boss Level, All-American, Ghosting , Secrets of Sulfur Springs*

2021 - **Nexodus Inc.** - Cloth/Muscle Simulation TD - *"Ark 2 Cinematic Trailer"* -
Setup and delivered clothing and muscle simulation elements for final Unreal Engine delivery

2018 - **Image Engine Design Inc** - Senior Creature FX TD -
Setups of master assets and dynamic simulation rigs, and delivery of sim elements for shots.
Jurassic World , Point Break (2015), The Last Witch Hunter , Independence Day: Resurgence , Fantastic Beasts and Where to Find Them , Game of Thrones , Logan, Lost in Space (2018), Kin (2018) , Out of the Cradle (2018 - museum exhibit and television special for NHK in cooperation with Square/Enix)

2016 - **Image Engine Design Inc** - Lead Creature FX TD - *Kingsglaive: Final Fantasy XV* Feature Film/ *Final Fantasy XV* Game Cutscenes -

Lead the simulation team of 10 artists, built master rigs and setups for over a dozen characters in cooperation with Square/Enix,

2014 - **Framestore** - *Paddington* - Senior Creature FX TD -
running multi-levels sims for hero skin, muscle, flesh, cloth, and hair.

2014 - **Mind Over Eye** - *Denon* and *Infiniti G30* campaigns - Senior Cloth Technical Director -
Setup sim elements and renders for campaigns.

2013 - **Digital Domain** - *Middle Earth: Shadow of Mordor* - E3 CG Teaser - Hair Simulation TD -
Setup master hair sim rigs

2013-2012 - **Blue Sky Studios** - *Epic* - Character Simulation Technical Director
Responsible for simulation of cloth, hair, armored crowd simulations, and rigid armor for hero characters and dynamic props.

2012   **Sony Pictures Imageworks** - Senior Cloth/Hair Technical Director, *Hotel Transylvania*.

2011-2010   **Rising Sun Pictures** -
Harry Potter and the Deathly Hallows Part 2 - Lead Cloth Technical Director
Harry Potter and the Deathly Hallows Part 1 - Lead Cloth Technical Director

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, bidding, and troubleshooting simulation/pipeline issues for other department members. Also assisted with Houdini FX elements and provided flying crowd cycles.

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 motion-captured human characters, using nCloth and Xgen 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. Secondary hair dynamics and Xgen troubleshooting. 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:

Houdini, Vellum, Maya, Ziva, Pyhton, Mel, nCloth/nHair, Xgen, Fusion 360, ZBrush, Katana, Photoshop, Nuke, Renderman, Red Shift, Octane, Vray. Yeti, Shave + Haircut, Marvelous Designer

Education:

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

Awards:

2014 VES nominated team member - Epic - "Bomba" and "Mary Katherine"

2013 Golden Globe nominated team member - Hotel Transylvania - Best Animated Feature

2012 BAFTA Award winning team member - Harry Potter and the Deathly Hallows Part 2 - Best Special Visual Effects

2012 Academy Award winning team member - Harry Potter and the Deathly Hallows Part 2 - Achievement in Visual Effects

2011 BAFTA Award nominated team member - Harry Potter and the Deathly Hallows Part 1 - Best Special Visual Effects

2011 Scream Awards winning team member - Harry Potter and the Deathly Hallows Part 1 - Best Visual Effects

2011 Academy Award winning team member - Harry Potter and the Deathly Hallows Part 1 - Achievement in Visual Effects

2011 VES Awards nominated team member - Harry Potter and the Deathly Hallows Part 1 - Outstanding Visual Effects

Publications:

3DArtist Issue #64 - How to Animate Hair in Maya , Imagine Publishing, February 2014

3DArtist Issue #65 - Grooming Hair with Xgen , Imagine Publishing, March 2014

3DArtist Issue #66 - How to Tailor a Robe with nCloth , Imagine Publishing, April 2014

3DArtist Issue #68 - Zbrush Fibers to Maya nHair , Imagine Publishing, June 2014