

ADAM GRAVOIS

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512-228-2817

SKILLS

- Team leadership, art direction, and project management.
- 3D previz, lighting, materials, rendering, effects, and scene layout in Softimage, Maya, 3DSMax.
- 2D compositing, motion graphics, plate repair, and visual effects in Nuke and After Effects.

PROFESSIONAL EXPERIENCE

Troublemaker Studios, Inc.

January 2010–July 2011

VFX Artist

Visual effects for feature films “Predators” “Machete” and “Spy Kids 4”. Previsualization and set design in Softimage.

Composited for final in Nuke: screen replacements, gore and mayhem, set extensions, plate repair, rig removal, manage multiple input formats in linear light space.

Matched cameras in PFTrack. Designed on-screen titles and graphics.

Cottonwood Pictures, Inc.

September 2008–December 2009

VFX Artist

Visual effects for Terrence Malick’s “Tree Of Life”. Pre- and post-visualization: Shot design, modeling, lighting, camera and creature animation in Maya. Creature modeling and rigging in Softimage.

Compositing for final in Nuke: abstract imagery and realistic. Plate repair, rig removal, set extension. Integrated multiple image sources in linear light space.

Camera matching and plate tracking in Syntheyes.

Linux systems administration: configure and maintain workstations and drive arrays, administer tape backup system including script.

Megasquad Studios, Inc.

February 2008–September 2008

FX Supervisor

Art direction, materials, lighting, rendering, and compositing for broadcast commercials and game cinematics. Team leader and FX/dynamics artist for major ride film.

Troublemaker Studios, Inc.

September 2007–January 2008

VFX Artist

Created previsualization and design for feature film “Barbarella”. Modeled and designed assets such as spaceships and sets. Created shot sequences including animation, cameras, materials, lighting, and editing.

The Animation Farm

March 2004–August 2007

Art Director/Producer

Directed and managed artists (both on-site and remote) in production of art for broadcast, game cinematics, and game assets. Handled production-related client issues from initial pitch to final delivery. Created models, materials, layout/previz, lighting, compositing, effects, and editing.

Carl’s Fine Films, Inc.

December 2004–February 2005 and August 2005–September 2005

Artist

Created materials and lighting for “Fruity Pebbles: Ogre” and “Hershey’s Kisses Peanut Butter”.

New Pencil, Inc.

June 2003–August 2003

Art Director/Producer

Directed and managed artists in production of art for “The Sims Makin’ Magic”. Handled all production-related client issues. Modeled and textured objects.

Carl's Fine Films, Inc.

March 2003–May 2003

Artist

Created materials and lighting for “Hershey’s Masterpiece” and “Hershey’s Tailors”.

New Pencil, Inc.

January 2003–March 2003

Art Director/Producer

Directed and managed artists in production of art for “The Sims Superstar”. Handled all production-related client issues. Modeled and textured objects.

New Pencil, Inc.

December 2002

Artist

Created layout, editing, and lighting for “The Sims Online” television commercial.

New Pencil, Inc.

May 2002–August 2002

Art Director

Directed artists in production of art for “The Sims Unleashed”. Handled all client feedback. Modeled and textured objects.

New Pencil, Inc.

April 2001–January 2002

Artist

Modeled and textured objects for “The Sims Hot Date” and “The Sims Vacation”. Directed show teaser for “The Sims Online”.

Wild Brain, Inc.

January 2001–March 2001 and February 2002–April 2002

Artist

Created materials, lighting, and layout for “Hershey’s Swing”, “Hershey’s Square Dance” and other commercial projects.

Xaos, Inc.

August 2000–November 2000

Creative Director

Directed all jobs in production, gave daily feedback to animators and issued final approval on all shots. Created preproduction documentation and animatics. Assembled bids with executive producer. Pitched concepts to clients and worked closely with them throughout production.

Xaos, Inc.

December 1997–August 2000

Animator/Lead Animator

Modeled, animated, textured, lit and composited animation for broadcast, location-based, and large-format film projects, with special focus on lighting and cinematography. As lead animator, organized elements for shots, assisted with art direction and performed final compositing.

Nickelodeon

July 1994–March 1997

Artist

Created still and animated graphics for Nickelodeon and Nick at Nite network promos, interstitials and IDs.

INDEPENDENT WORK

Golden Shoes

Completed June 1996

In collaboration with artist/musician Dame Darcy, created short film combining handmade art with digital techniques. “Golden Shoes” has appeared in the SIGGRAPH Computer Animation Festival, the Res Film Festival, and the Melbourne International Film Festival, where I was a featured speaker.

EDUCATION

Brown University December 1993

Bachelor of Arts, Semiotics