

MORGAN GRIFFITHS

Lighting + Compositing TD

phone

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email

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demo reel

morganvfx.com

EDUCATION

Fullsail University

Winter Park, FL

Bachelor of Science - Computer Animation

SKILLS

3D

Advanced realistic lighting techniques

Multi-layer based rendering

3D Tracking

Dynamic effects including particles,

fluids, and cloth simulations

Polygon/NURBS surface modeling

Shading and texturing

2D

Node-based compositing

Rotoscoping

Paint, Wire/Rig removal

Chroma keying

Texture painting

SOFTWARE

Maya (Arnold, Redshift)

Houdini (Renderman, Redshift, Mantra)

Nuke

After Effects

Photoshop

Illustrator

Mocha

Syntheyes

ZBrush

Realflo

Eon Vue

Python, Qt, MEL

WORK EXPERIENCE

Compositing Artist

Zero VFX · Boston, MA

June 2022 - February 2023

Credited Project:

Whitney Houston: I Wanna Dance with Somebody (2022)

Lighting Artist

Powerhouse VFX · New York City, NY

February 2022 - June 2022

Credited Project:

The Orville Season 3 Episodes 9 & 10

· Lighting and rendering using Houdini and Mantra, with compositing using Nuke.

Senior Lighting and Compositing TD

Falcons Creative Group · Orlando, FL

May 2021 - February 2022

· Created lighting rigs and render layers in Houdini and Maya, for rendering in Redshift.

· Comp finishing work for both animation and film projects in Nuke.

· Collaborated with studio pipeline dept to manage/optimize tools and automation scripts.

Senior Lighting and Compositing Artist

Blue Sky Studios · Greenwich, CT

January 2013 - April 2021

Credited Projects:

Spies in Disguise (2019)

Ferdinand (2017)

Ice Age 5: Collision Course (2016)

Peanuts (2015)

Rio 2 (2014)

Epic (2013)

· Creative look development using Nuke, Maya, After Effects, etc.

· Shot lighting with Houdini/USD/Renderman.

· Compositing pipeline development: applications/scripts to streamline artist interaction with Shotgun, Nuke, Maya, RV, and Vue.

· Creation/maintenance of custom Nuke/Maya tools to be used by artists in production.

· Lead responsibilities including sequence management and artist feedback.

· Dynamic simulations/effects using Maya Fluids and Nuke/Maya particle effects.

· Crowd simulations in Houdini (Ferdinand, Spies in Disguise).

Compositing and Paint Artist

Digital Domain · Port St Lucie, FL

February 2011 - September 2012

Credited Projects:

Rock of Ages (2012)

The Girl with the Dragon Tattoo (2011)

The Smurfs (2011)

Transformers: Dark of the Moon (2011)

· Compositing for both stereo and traditional feature films.

· Painting primarily for clean plate creation.

· 2D and 3D tracking using Nuke and Syntheyes.