

Dani Morrow

Layout | Postvis | UE Generalist

Los Angeles, CA 90027

+1 415-302-6473

dani.morrow@gmail.com

www.danimorrow.com

Open to relocation.

SKILLS

Layout

* **Experience:** 7 animated features in rough & final layout * 11 live action shows in scene layout & previs.* **Visual storyteller:** I have a deep understanding of cinematic language, composition, camera motion and lensing, eye trace, blocking character action, and timing. * Mocap camera operator (2 shows). * **Tight deadlines:** at Halon, I set up 3 previs sequences from script (cameras, basic blocking animation, shot timings) for 1st pass client look in 3 days (25+ shots) * **Efficiency:** I can combine basic anim skills with mocap for fast results. * **Pipeline & communication:** I was layout lead on the first team to test and use ILM's Zen0 for multi-plate, multi-camera layout. I enjoy troubleshooting tools to support the team. With my enthusiasm, curiosity & understanding of the needs of other departments, I also get high marks for great communication. * Proficiency with basic **lighting, texturing, modeling and rendering.**

Postvis

* **Creativity:** Painted background replacements and hair in Photoshop for set extensions and rig removal at Halon and The Third Floor * **Flexibility:** moved between multiple shows at Halon, quickly picking up workflows & producing shots * **Team:** Wrote workflow documentation at Halon * **3+ years solid experience in all the basics:** tracked BG plate cameras and objects in PFTrack and Synth0es * BS and GS keying * Color grading to match looks across sequences * 3d and 2d FX in Maya and AfterEffects * Effective use of presets and render passes (depth, AO, cryptomatte, reflections, shadows, etc.) in comp (AE, Nuke) * Fast roto and rotomation * **Technical:** UE, Unity & Maya rendering.

UE Generalist

* Created *Metahumans* in previs at Halon.* **FBX ingestion** for animation and environment; character and camera *animation*, including *mocap animation editing*; efficient management of Levels, Sublevels, and Subscenes in *Sequence Editor*. * **Troubleshooting** performance issues for other departments, working closely with devs to QC render presets, BPs, Levels, and EUWs. * **Render pass presets** on multiple shows (*Halon, Proof*). * **Techvis** for Virtual Production, setting up Levels, Cameras, and reference with measurements and blocking layouts for the Sony / Pixomondo LED stage. * **Optimization** of environments, materials, lighting, level streaming, textures. * For personal projects, rigged biped and quadruped *Control Rigs, animated characters, created cameras, materials, lookdev, and lighting*; used *Cesium* and *kitbashing* for environments.

Matchmover + On Set Data Wrangler

10+ years of camera and object tracking. 4 shows as on set VFX tech.

SOFTWARE

Maya, Unreal Engine, AfterEffects, MotionBuilder, Photoshop, P4V (Perforce), PFTrack, Synth0es, 3DEqualizer, OBS, Premiere; *some* Unity3d; Blueprints, Python, Linux & Mel; *some* Nuke, ZBrush.

ABOUT ME

I'm a layout and previs artist who is also a UE Generalist with a combined 20+ years of experience in animation, live action, and virtual production for film and tv. I'm excited about the latest features in UE for animation and previs. My passions are storytelling through cinematography, animation, and VP or traditional production.

CERTIFICATIONS + TEACHING

* **Teaching Assistant** - CGPro UE for Filmmakers (Summer 2023)
* **Speaker** - CG Empowers Summit - "Layout in UE" (Summer 2023)
* **Fellow** - Unreal Fellowship for Virtual Production (Fall 2020)

EDUCATION + TRAINING

* LUXMC's ICVFX Intensive - Course 3 (Fall 2023)
* Gnomon Cinematics UE5 (2023)
* Epic Intensive - The Animation Collaborative (Lectures - 2023)
* CG Pro Lighting & Cinematography in UE5 (2022)
* CG Pro Unreal Engine for Filmmakers (2021)
* Karl Knass - Life Drawing
* Studio Arts - multiple classes
* Yale University

SCAN FOR WEBSITE



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WORK HISTORY

HALON ENTERTAINMENT (2022 - 2023) -

UE Tech Artist, Postvis, Previs, MetaHuman artist

PROOF, Inc. (Fall 2021) - Postvis, Unreal Engine Render TD

THE THIRD FLOOR (2020 - 2021) - Postvis Shot Creator

MPC / Technicolor (2017 - 2018) - Layout Artist, VAD

"CRAFT IN AMERICA" (2015) - Assistant Editor

MPC / Technicolor (2015) - Postvis Artist

Digital Domain (Summer 2014) - Layout Artist

"SPACE STATION 76" (2013) - Previs Artist, Composer

GRAPHIC FILM COMPANY (2013) - Previs Artist

SONY IMAGEWORKS (2011-2013; 2005-2008; 2009) -

Rough & Final Layout Artist

DISNEY (2011) - On-set Survey Tech

DisneyToon Studios (2011) - Previs Artist

RHYTHM & HUES (2010 - 2011) - Previs Artist

LUCASFILM ANIMATION (2008 - 2009) - 3d Story Artist

ESC Entertainment (2004 - 2005) - Camera Matchmover

INDUSTRIAL LIGHT + MAGIC (1996 - 2004) - Layout Artist; On set VFX tech; Matchmover; Technical resource assistant.

PROJECTS

2024

Kingdom of the Planet of the Apes

Project Artemis (Apple TV+)

Europa (USC / ETC - Virtual Production Short Film)

2023

Aquman and the Lost Kingdom; The Hunger

Games: The Ballad of Songbirds & Snakes

2022 * Ms. Marvel * Black Adam

2020 * Call of the Wild

2019 * The Lion King

2016 - 2017 * Personal project ("In Memoriam")

2015 * Craft in America "Music" episode (PBS)

2014 * Night of the Living Dead: Darkest Dawn;

Blackhat

2013 * The Smurfs 2; Divergent; Oz: the Great and Powerful

2012 * Secret of the Wings (Tinkerbell 4)

2011 * Hop

2010 * Alice in Wonderland

2008 - 2009 * Star Wars: The Clone Wars (TV Series, 8 episodes)

2007 * Surf's Up; I Am Legend; Open Season; Monster House

2005 * Constantine; Chronicles of Narnia;

Star Wars: Episode III: Revenge of the Sith

2004 * Master and Commander: Far Side of the World; Van Helsing

2003 * Terminator 3: Rise of the Machines; Peter Pan; Pirates of the Caribbean: Curse of the Black Pearl

2002 * Minority Report; Harry Potter & The Chamber of Secrets; E.T., The 20th Anniversary

2001 * Planet of the Apes; Harry Potter & The Sorcerer's Stone

1999 * Magnolia; Mission to Mars; Star Wars: Episode I: The Phantom Menace

1998 * Deep Impact; Small Soldiers

1997 * Men in Black; Speed 2

1996 * 101 Dalmatians; Flubber

REFERENCES ON REQUEST