



Professional Experience

5/07- Present **xRez Studio, Santa Monica**
Co-Founder, President

Technology Development:

- Developed processes for efficient gigapixel production, gigapixel internet delivery, 8k stitched video, dense photogrammetry.

Business Development:

- Developed relationships with sponsors and procured funding from Yosemite Extreme Panorama Project, represented xRez as a speaker, planned and developed xRez internet and social networking strategies.

11/06- 5/07 **Sony Pictures ImageWorks, Culver City**
Senior Technical Director

Designed Photogrammetry Workflow:

PT GUI, Photomodeler, Mental Ray, proprietary scripts

- Designed Sony Imageworks photogrammetry workflow for “Spiderman 3”, “I am Legend” and future productions. Performed Photogrammetry for “Spiderman 3” and “I am Legend”

Lighting and Compositing:

Proprietary Lighting and Compositing Software, Arnold, Mental Ray and Renderman

- Environment Lighting on “Spiderman 3”. Compositing on “I am Legend”

4/05 - 11/05 **Rhythm & Hues Studios, Los Angeles**
Lighting Technical Director

Character Lighting:

Proprietary lighting, rendering and compositing software, Linux

- Lighter on the feature film “Narnia: The Lion the Witch and the Wardrobe”. Responsibilities included character lighting, rendering, and compositing.

Background Plate Photography:

Photographed high resolution panoramic background plates to be used for visual effects shots in “Superman Returns”.

8/03 - 6/04

Rhythm & Hues Studios, Los Angeles

Lighting Technical Director

Character Lighting:

Proprietary lighting, rendering and compositing software, Linux

- Lighting on the feature film “Garfield The Movie”. Responsibilities included lighting the main character, rendering and providing a “pre-composite”.

HDRI Capture Camera Design:

- Contributed technical expertise on Rhythm & Hues 2nd generation HDRI (High Dynamic Range Image) capture device design team.

10/00 - 11/01

Realviz, Sophia Antipolise, France and San Francisco

Application Designer:

- Planned workflow, specifications, and made user interface mock-ups for the image-based software products SceneWeaver, ImageModeler, Stitcher. Deliverables included a detailed feature specification and an extensive series of user-interface mock-ups

Subject Matter Expert:

- Provided information and expertise to three target groups: 1) **end users**, providing them with specific photography requirements for photogrammetry to accomplish their tasks, 2) **programmers**, providing a better understanding of the end user perspective, and 3) **research scientists**, clarifying specifics about cameras and optics.

Content Creator & Demo Artist

- Authored web 3D content created from my photographs and demonstrated image-based software applications ImageModeler, Stitcher, Cult 3D Designer. Created interactive 3D models from photographs for web delivery, and demonstrated them at various trade shows. Assisted in business development, establishing a solid relationship between Apple and Realviz. This led to an invitation to be featured in the Apple Expo Paris keynote address. Part of my contribution was to prepare technology demonstrations of prototypes and to present them to Apple and other companies.

2/00- 5/00

GorillaGuide.com, Santa Monica

Photographer, Multimedia Artist

- I was sent on location to Paris, France to shoot panoramic photos, then combined QTVR and image-based modeling to create a unique photo based 3D virtual tour of Notre Dame.

1/99- 6/00

Sonoma State University, Rohnert Park

Photographer, Holographer, Multimedia Artist

- Created an educational exhibit for a Nature Preserve’s education and technology program. I captured 360 degree panoramas, stereo 3D photographs, holograms, and video to create an immersive educational art exhibit at the Nature Preserve

Instruction

- Presenter at “Ars Electronica 2009” on xRez “Deep Space” exhibit
- Presenter at “Digital Storytelling 2009” Norway
- Instructor Gnomon School of Visual Effects, “Digital Sets” 2009
- Siggraph 2009 Course “Computation & Cultural Heritage: Fundamentals & Applications”
- Instructor, Video Stitching Backgrounds & Photogrammetry for Production, TV Globo, Brazil, 2008.
- Siggraph 2008 Roundtable “Case Studies in the Ethics of 3D Site Capture”
- Presenter at “6Sight 2007- The Future of Imaging” 2007.
- Presenter at “Digital Storytelling 2007” Norway
- Instructor of “Image Based Techniques” at Gnomon School of Visual Effects 2003-2006.
- Presenter at “3D Festival” in Copenhagen, 2004.
- Presenter at “Imagina” in Monaco 2003.
- Presenter at “QuickTime in the Rockies” 2002.
- Presenter in Artists Studio at Siggraph 2002.
- Presenter at Virtual Reality Multimedia Park in Torino Italy 2001.
- Presenter DV Garage, 2001.

Publications

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| 2/05 | Three Gnomon professional training DVDs, “Panoramic Photography”, “Image Based Modeling Essentials”, “Image Based Modeling Advanced”. |
| 11/01 | Animation UK, Article and Images. |
| 8/01 | CGI Magazine, Article and images, “The Full Picture” Pg. 62. |

Education

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| 1996 | Sonoma State University, B.A., Theater Arts/Political Science. |
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