

Jerry Weil

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- Specialties:** Effects Animation, Lighting, Shader Writing, Animating
- Education:** B.A. from Brown University in Computer Science and Studio Art, 1983. M.S. from Brown University in Computer Science, 1984.
- Software Packages:** Maya, Renderman, Air, Shake, MayaMan, Mtor, Vray, Mental Ray, Massive, After Effects
Programming Languages: Mel, C
- Employment:**
- 08/08 – current** **RADIUM**, Santa Monica, California
Senior Maya Generalist
Animation, Texturing, Lighting of various commercials
- 04/08 – 07/08** **Technicolor Interactive**, Burbank, California
Lighting Lead
Lighting of Blitz 2 Cinematic for Video Game
- 02/08 – 03/08** **RADIUM**, Santa Monica, California
Lighting TD
Lighting of Sunny D commercial, Target commercial
- 08/07 – 01/08** **CIS HOLLYWOOD**, Hollywood, California
Lighting TD, Massive TD
Animating and lighting crowds for the features *Leatherheads* and *The Express*.
- 01/07 – 07/07** **FLOQ FX**, Culver City, California
Maya Generalist
Created time lapse sequence for National Geographic 3D IMAX film. Procedural models and shaders to animate photoreal landscapes over millions of years. Hills, mountains, water and snow.
- 12/06 – 12/06** **ZOIC STUDIOS**, Culver City, California
Effects TD
Particle effects for an Acura commercial.
- 05/05 – 10/06** **FOTO**, Los Angeles, California
Maya Generalist
Creation of the universe. Various effects for planetarium show at the Griffith Observatory. Animation and writing of special volumetric and surface shaders.
- 06/04 – 04/05** **CIS HOLLYWOOD**, Hollywood, California
Senior TD
Lighting and rendering on several shows, primarily *Ultraviolet*, which required the creation of a photorealistic CG city. Did some fluid dynamics work with *Realflow*, some volumetric shaders
- 03/04 – 05/04** **STAN WINSTON STUDIO**, Van Nuys, California
Effects TD
Color and Lighting for *Sky Captain and the World of Tomorrow*. Setup and lighting of CG backgrounds which were then passed to matte painters for greater detail, ultimately projected back onto 3D geometry for a photorealistic look.
- 4/03 - 10/03** **WARNER BROTHERS ANIMATION**, Sherman Oaks, California
11/03 – 02/04 Effects TD
Effects animation for *Looney Tunes: Back in Action*. Created a variety of effects, mostly for the six minute outer space sequence. Particle effects for *Scooby Doo's* Black Knight sequence.
- 6/90 - 3/03** **METROLIGHT STUDIOS**, Los Angeles, California
CG Supervisor, Senior Animator
Animation and supervision of various productions for feature films, commercials, music videos and theme park attractions. Shader writing and development of a variety of software tools.