

Jerry Weil

2806 Nichols Canyon Place
Los Angeles, CA 90046
(323) 512-4644

- Goal:** To produce high end computer animation and digital effects.
- 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, Massive, After Effects, Mental Ray
- Employment:**
- 08/07 – Current** **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 shader work.
- 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**
11/03 – 02/04 **WARNER BROTHERS ANIMATION**, Sherman Oaks, California
Effects TD
Effects animation for *Looney Tunes: Back in Action*.. Wrote MEL code for several effects, including tesla coil sparks and 3D pointillist characters. Created a variety of effects, mostly for the six minute outer space sequence. Effects animation for *Scooby Doo 2*, primarily particle effects for Black Knight sequence.
- 6/90 - 3/03** **METROLIGHT STUDIOS**, Los Angeles, California
CG Supervisor, Senior Animator
Animation and supervision of various high end productions for feature films, commercials, music videos and theme park attractions. Shader writing and development of a variety of software tools for image processing and animation. Specialized in effects animation.

