

# Kenneth Nakada

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## Roles and Responsibilities

### **Pixomondo** - (Oct 2014 - Mar 2020)

#### *Art Director/Creative Director*

- Built the Unreal game engine department: 6K & VR output, HW/SW/Artists.
- Put into practice asset and library systems: Megascans, Xfrog, Speed Tree, Textures.
- Oversaw remote hosting with Assembla for versioning with Perforce.
- Implemented remote work and cloud compute pipeline (with limited Shotgun integration).
- Assimilated, tested, and developed projects to include VR/AR, computer vision, large format, and game engine technologies
- Use of on-premises motion capture tracking volumes, Xsens for highres, Vive sys for low.
- Blue sky ideation for client location based entertainment. Incl. executable proof-of-concepts.
- Created and designed characters, sets, props, fantasy locations for novel story ideas.
- Visual and audio ideation experiences to fit in physically designed architectural spaces.
- Once approved, I would spec out software and hardware, off-the-shelf and custom code for each project. Guide internal team of experts, vendors, and align with client vision.
- And most importantly, Artist Recruitment. This is where success starts.

#### *VFX Supervisor*

- Onset and post VFX supervisor.
- Bidding, VFX methodology definitions, team building, and artist recruitment.
- Daily creative direction internally, and lead creative in client reviews.
- This included supervision and collaboration with Toronto, Stuttgart, Frankfurt, and Beijing.
- CG: Maya, 3DS Max, Terragen, Houdini, and other particle simulation systems/plugins.
- Art/Dev: Photoshop, Mari, Substance Painter, Zbrush
- Comp: Nuke and After Effects, Premiere for editorial.

### **Rhythm and Hues** - (Feb 2010 - Oct 2014)

#### *Art Director -*

- Responsible for the look of the assigned film,
- Ran art direction reviews with different departments; Concepts, Matte Painting, Look Dev, CG, Houdini, and Comp
- I helped test possible software integrations into RnH pipeline: Terragen, etc.
- This included art direction via remote sessions to 2 additional offices in India.
- Creative lead behind the VFX Supervisor in client reviews.
- Established art tools with Pipeline Department

#### *Matte Painting Supervisor*

- Supervised matte painters
- Lead on utilization of Rampage, RnH custom software
- Testing and usage of matte painting work in Houdini

#### *Matte Painter*

- I served in each of these roles several times as project needs dictated.
- Assisted with feedback in Rampage software development.

**Frantic Films VFX/Prime Focus VFX** - (Jan 2008 - Feb 2010)

*VFX Supervisor/Designer*

- Onset and post VFX supervisor.
- Includes travel to and remote supervision of Canadian offices.
- Bidding, VFX methodology definitions, team building, and artist recruitment.
- Daily creative direction internally, and lead creative in client reviews.

*Matte Painting and Concept Department Supervisor - Environments Supervisor*

- Built international Art Department - Los Angeles, Vancouver, and Winnipeg
- Artist recruitment, team development, and Art Direction.
- Environment software integration: Terragen, Vue, Maya, 3DS Max, synchronizing apps.
- Consulted for proprietary software dev, PipeDash, sync all off-the-shelf and internal code.

*Stereographer*

- QC stereo photography plates on ingest
- Consulted on the creation of StereoD

**Momentum VFX/Look FX** - (Jun 2005 - Feb 2008)

*Managing Director - Momentum VFX*

- Design 1st & 2nd floor space for machine room, editorial space, commercial inferno bays, CG/Art/Comp dept spaces, screening room, and production offices. Designed in Maya
- Consulted for physical build of the facility, including city inspections, and contractor reviews.
- Implemented KVM spaces for CG/Art/Comp depts. All workstations lived in machine rooms.
- Defined all software requirements form Film/Episodic TV/Commercials/Music Videos.
- Spec'd out all VFX hardware, approved network, broadcast, security hardware.
- Setup 3D stereo review stations and protocols

*VFX Supervisor/Designer - Momentum VFX/Look FX*

- Onset and post VFX supervisor.
- Bidding, VFX methodology definitions, team building, and artist recruitment.
- Daily creative direction internally, and lead creative in client reviews.
- Helped NBC setup 3D Stereo episode of Medium. Stereo consultation: stereo camera rig, video village, wardrobe and props color consult (anaglyph prod), VFX, and final conform.

**Riot Pictures** (now Method Studios) - (Feb 2001 - Jun 2005)

*Director of VFX*

- Oversaw Cap Ex, budgeting, and VFX departmental planning
- Architect of CG pipeline for facility Film/Episodic TV/Commercials/Music Video departments
- Many of the following software were brought in under my recommendation/approval.
- Cg Dept oversight - tracking, modeling, texture, animation. Continual analysis between Maya, Softimage, and other 3D applications.
- Maintenance of Inferno, Flame, Fire, etc maintenance contracts for TV/Comm/MV
- Addition and implementation of Shake/AFX desktop compositing
- Render farm/render mngt expansions. Setup 3D stereo review stations and protocols

*VFX Supervisor*

- Onset and Post VFX Supervisor on many Film/Ep TV/Commercials/Music Video projects.
- Creative lead client-facing to studios, directors, and client-VFX Supervisors.
- Bidding, VFX methodology definitions, team building, and artist recruitment.
- Daily creative direction internally, and lead creative in client reviews.

# Kenneth Nakada • Immersive Director • Virtual Art Director • VFX Supervisor

## Work History

### LOCATION BASED ENTERTAINMENT- SPECIAL VENUE (VR includes VR component – Epic Unreal)

#### Production

Amazon Studios (current)  
Bebop Technologies (current)  
Shadow and Bone (in production)  
Sky City: Dreamin' Hong Kong (in production)  
Down the Rabbit Hole (in production)  
VR Galaxy Sphere  
Evergrande (in production)  
Jurassic World Live Tour – Epic Unreal Output  
Elf on a Shelf  
VR Doha: Magma Blast  
VR Doha: Wings of Destiny  
VR Alien vs. Predator (media partial completion)  
VR Alien Terraforma (media completed)  
VR Porcelain Dream (Ride Film)  
National Geographic Encounter: Ocean Odyssey  
VR Green Lantern: Galactic Odyssey  
Joker's Funhouse  
Scooby Doo! Museum of Mystery  
Tom & Jerry: Swiss Cheese Spin – Epic Unreal  
Meet Bugs! (And Daffy)  
VR Soaring over Long Jiang (Ride Film)  
Voyage (Mixed Media Live Show) (in production)  
Power of Nature (Ride Film)  
Alien 2000 (Ride Film)

#### Work

Virtual Production Consultant  
VFX Cloud Compute Architect Consultant  
Digital Environments  
Director  
Director  
Creative Director: Pixomondo  
Director  
Virtual Art Director: Pixomondo  
Virtual Art Director: Pixomondo  
Virtual Art Director: Pixomondo  
Virtual Art Director: Pixomondo  
Virtual Art Director: Pixomondo  
Director (Live Action and Media): Pixomondo  
Director – Preshow/Virtual Art Director - Mainshow  
Art Director: Pixomondo  
Virtual Art Director: Pixomondo  
Virtual Art Director: Pixomondo  
Virtual Art Director: Pixomondo  
Virtual Art Director: Pixomondo  
Virtual Art Director: Pixomondo  
Creative Director/Art Director: Pixomondo  
Creative Director/Production Designer: Pixomondo  
Matte Painting Supervisor: Rhythm and Hues  
Matte Painting Supervisor: Rhythm and Hues

#### Producer

Amazon Studios  
  
Netflix Studios  
K11  
SP-Interactive  
The Hettema Group  
Evergrande  
Feld/Universal/NBC  
Mills Ent./Fireplay  
GDE  
GDE  
Genting/20<sup>th</sup> C. Fox  
Genting/20<sup>th</sup> C. Fox  
Wanda  
SPE/Nat Geo  
GDE/WB/DC Comics  
GDE/WB/DC Comics  
GDE/WB/DC Comics  
GDE/WB/DC Comics  
GDE/WB/DC Comics  
Wanda  
Lewa Investment  
Wanda  
Chimelong

### FEATURE FILM WORK (3D 2-Camera 3D stereoscopic work)

#### Feature Production

Fantastic Four  
Xmen: Days of Future Past  
Winter's Tale  
3D Percy Jackson: Sea of Monsters  
3D Life of Pi  
Big Miracle  
Knight and Day  
3D Yogi Bear  
Sucker Punch

#### Work

VFX Art Director: Pixomondo  
Matte Painting Supervisor: Rhythm and Hues  
Matte Painting Supervisor: Rhythm and Hues  
Matte Artist: Rhythm and Hues  
Matte Artist: Rhythm and Hues  
Art Director: Rhythm and Hues  
Matte Artist: Rhythm and Hues  
Matte Artist: Rhythm and Hues  
VFX Designer: Prime Focus VFX

#### Producer

20<sup>th</sup> Century Fox  
20<sup>th</sup> Century Fox  
Warner Bros.  
20<sup>th</sup> Century Fox  
20<sup>th</sup> Century Fox  
Universal  
20<sup>th</sup> Century Fox  
Warner Bros.  
Warner Bros.

**Feature Production**

The Tree of Life  
 The Tourist  
 3D Avatar  
 The Twilight Saga: New Moon  
 G.I. Joe: The Rise of Cobra  
 2050 A.D.  
 Bolden!  
 Louis aka The Great Observer  
 Dragonball: Evolution  
 Valkyrie  
 City of Ember  
 Get Smart  
 Mirrors  
 Meet Dave  
 The Express  
 The Ruins  
 Leatherheads  
 Fantastic Four: Rise of the Silver Surfer  
 Apocalypto  
 Jolene  
 Asylum  
 Bull Run  
 In the Name of the King: A Dungeon Siege Tale  
 American Pastime  
 Luck of the Draw  
 Rocket Science  
 Walkout  
 3D The Adventures of Shark Boy and Lava Girl  
 Monster-In-Law  
 XXX2  
 Stay  
 Little Black Book  
 Sky Captain & the World of Tomorrow  
  
 Van Helsing  
 The Passion of the Christ  
 Peter Pan  
  
 Matrix 3: Revolutions  
 Angels in America  
 Scary Movie 3

**Work**

Matte Painting Supervisor: Prime Focus VFX  
 Matte Paintings by: Zen Haven Studios  
 Matte Painting Supervisor: Prime Focus VFX  
 Matte Painting Supervisor: Prime Focus VFX  
 Environments/Matte Painting Supervisor: Prime Focus  
 Matte Painting Consultant/Matte Painting: Prime Focus  
 VFX Supervisor/Matte Painter: Frantic Films  
 VFX Supervisor/Matte Painter: Frantic Films  
 VFX Designer: Frantic Films  
 VFX Supervisor: Frantic Films  
 VFX Design/Matte Painting: Zen Haven Studios  
 Digital Effects Supervisor: Look FX  
 VFX Supervisor: Look FX  
 Matte Painting: CIS  
 Matte Painting: CIS  
 VFX Conceptual Design: Zen Haven Studios  
 Matte Painting: CIS  
 VFX Conceptual Design: Momentum  
 Matte Painting: Zen Haven Studios  
 VFX Supervisor: Momentum  
 Matte Painting Supervisor: Momentum  
 VFX Supervisor: Momentum  
 Matte Painting Supervisor: Momentum  
 Overall VFX Supervisor: Momentum  
 VFX Supervisor: Momentum  
 Overall VFX Supervisor: Momentum  
 VFX Supervisor: Momentum  
 VFX Supervisor: R!OT  
 VFX Supervisor: R!OT  
 VFX Supervisor: R!OT  
 VFX Supervisor: R!OT  
 VFX Supervisor: R!OT  
 VFX Supervisor: R!OT  
 Concept Designer/Matte Artist:  
 Digital Matte Painter: ILM  
 Matte Artist: Captive Audience  
 VFX Supervisor/Concept Designer: R!OT  
 Digital Matte Painter: ILM  
 Digital Matte Painter: Escape Entertainment (ESC)  
 Concept Design: R!OT  
 VFX Supervisor/Matte Artist: R!OT

**Producer**

Brace Cove  
 GK Films  
 20th Century Fox  
 Summit Ent.  
 Paramount  
 Adlabs  
 King Bolden  
 King Bolden  
 20th Century Fox  
 MGM Pictures  
 Walden Media  
 Warner Bros.  
 New Regency Pic  
 20th Century Fox  
 Universal  
 Dreamworks SKG  
 Universal  
 20th Century Fox  
 Icon Productions  
 Next Turn Prod.  
 Hyde Park Films  
 FireRock Ent.  
 Brightlight Pictures  
 Shadowcatcher Ent.  
 Tica Productions  
 HBO Films  
 HBO Films  
 Miramax  
 New Line Cinema  
 Universal  
 20th Century Fox  
 Revolution  
 Paramount  
 Stan Winston Digital  
 Universal  
 Icon Pictures  
 Revolution  
  
 Warner Bros.  
 HBO Films  
 Dimension Films

**Feature Production**

Kill Bill: Vol I  
 Alien DVD Project  
 League of Extraordinary Gentlemen  
 Terminator 3  
 The In-Laws  
 Biker Boyz  
 Scorpion King

The One  
 Queen of the Damned  
 Murder by Numbers  
 Planet of the Apes - Trailer Shots  
 Josie and the Pussycats  
 From Hell  
 The Fast and the Furious  
 X-Men  
 Nutty Professor II: The Klumps  
 The Gift  
 Outpost  
 The Skulls

U-571  
 Molly  
 Anna and the King  
 Mystery Men  
 Stuart Little  
 Muppets from Space  
 Dudley Do-Right  
 Bowfinger  
 Ride with the Devil  
 A Civil Action  
 The Limey  
 The Blast from the Past  
 Psycho - Gus Van Sant re-creation  
 My Favorite Martian  
 6 Days/ 7 Nights  
 Fear and Loathing in Las Vegas  
 The Mask of Zorro  
 Kundun  
 The Horse Whisperer  
 Fire Down Below

**Work**

VFX Supervisor: R!OT  
 VFX Supervisor: R!OT, Compositing: Svengali FX  
 VFX Supervisor/Matte Artist: R!OT  
 VFX Supervisor/Matte Artist: R!OT  
 Digital Matte Painter: Cinesite  
 Co-VFX Supervisor: R!OT  
 Senior Matte Painter, Design, Shot Supervision: R!OT  
 Compositing, 3D Animation, Element Photography  
 Design, Matte Painting, 3D Animation: R!OT  
 Matte Painting, 3D Animation: R!OT  
 Concept Design: R!OT  
 Supervise, Matte Painting: R!OT  
 Concept Design: Illusion Arts  
 Matte Painting, Compositing: Illusion Arts  
 Pre-Vis, Matte Painting, Compositing: Illusion Arts  
 Matte Painting, Compositing: Illusion Arts  
 Matte Painting, Compositing, FX Animation: Illusion Arts  
 Matte Painting: Illusion Arts  
 Matte Painting, Compositing: Illusion Arts  
 Lead Artist, Matte Painting, 3D Modeling &  
 Animation, Compositing: Illusion Arts  
 Matte Painting, Compositing, FX Animation: Illusion Arts  
 Brain Imaging Consultant: Zen Haven Studios  
 Matte Painting, Compositing, FX Animation: Illusion Arts  
 Matte Painting, Compositing: Illusion Arts  
 Design, Matte Painting: Illusion Arts  
 Matte Painting, Compositing, FX Animation: Illusion Arts  
 Matte Painting, Compositing: Illusion Arts  
 Matte Painting, Compositing: Illusion Arts  
 Compositing: Illusion Arts  
 Matte Painting, Compositing, FX Animation: Illusion Arts  
 Compositing: Illusion Arts  
 Matte Painting, Compositing, FX Animation: Illusion Arts  
 Matte Painting, Compositing: Illusion Arts  
 Matte Painting, 3D Animation, Compositing: Illusion Arts  
 Matte Painting, Compositing, FX Animation: Illusion Arts  
 3D Modeling: Illusion Arts  
 Matte Painting, Compositing: Illusion Arts  
 FX Animation, Compositing: Illusion Arts  
 Matte Painting, Compositing: Illusion Arts  
 Compositing, FX Animation: Illusion Arts

**Producer**

Miramax  
 20<sup>th</sup> Century Fox  
 20<sup>th</sup> Century Fox  
 Warner Bros.  
 Warner Bros.  
 Dreamworks SKG  
 Universal  
  
 Revolution  
 Warner Bros.  
 Warner Bros.  
 Warner Bros.  
 Universal  
 20<sup>th</sup> Century Fox  
 Universal  
 Universal  
 Universal  
 Paramount  
 Universal  
 Universal  
  
 Universal  
 MGM  
 20<sup>th</sup> Century Fox  
 Universal  
 Sony Pictures  
 S/H Productions  
 Universal  
 Universal  
 Universal  
 Disney  
 Universal  
 Universal  
 Universal  
 Uncle Martin Prods.  
 Disney  
 Rhino Films  
 Sony Pictures  
 Refuge Prods./Cappa  
 Double Divide  
 Warner Bros.

**Feature Production**

Batman & Robin  
 Kull the Conqueror  
 The Jackal  
 Lolita  
 Buddy  
 Dangerous Beauty  
 Trial and Error  
 Star Trek: First Contact  
 The Glimmer Man  
 Striptease”  
 The Birdcage  
 Courage Under Fire  
 Daylight  
 Sunchaser  
 Eraser  
 Bogus  
 High School High  
 Dragonheart

**Work**

Compositing: Illusion Arts  
 Compositing, FX Animation: Illusion Arts  
 Matte Painting, Compositing: Illusion Arts  
 Compositing: Illusion Arts  
 3D Modeling & Animation: Illusion Arts  
 Compositing: Illusion Arts  
 Asst. Compositing: Illusion Arts  
 Compositing: Illusion Arts  
 Asst. Compositing: Illusion Arts  
 Compositing: Illusion Arts  
 Compositing: Illusion Arts  
 Compositing: Illusion Arts  
 Compositing: Illusion Arts  
 Compositing: Illusion Arts  
 3D Modeling: Illusion Arts  
 Asst. Compositing: Illusion Arts  
 Compositing: Illusion Arts  
 Asst. Compositing: Illusion Arts

**Producer**

Warner Bros.  
 Universal  
 Universal  
 Dredan Prods.  
 Sony Pictures  
 New Regency  
 New Line  
 Paramount  
 Warner Bros.  
 Castle Rock  
 United Artists  
 20<sup>th</sup> Century Fox  
 Universal  
 New Regency  
 Warner Bros.  
 Open Films  
 Homeroom Prods.  
 Universal

**EPISODIC TELEVISION (3D-2-Camera 3D stereoscopic work)****Episodic Production**

Homeland  
 Devious Maids  
 Killer Women  
 Tyrant – Pilot  
 Extant  
 Pushing Daisies – Various Episodes  
 Las Vegas – Season 5  
 Numb3rs  
 Mind Freak  
 In Justice – Episodes 106-113  
 Medium - Epi 17-27 <sup>3D</sup>(S2Ep7, Stereo broadcast)  
 Empire - Episodes 1-6  
 Carnivale - “?”  
 Smallville - “Crush”  
 Smallville - “Drone”  
 Meet the Changs - “Pilot”  
 Smallville - “Stray”  
 Smallville - “Metamorphosis”  
 Star Trek Voyager  
 Deep Space 9 “Changing the Face of Evil”

**Work**

Matte Painting: Encore Hollywood  
 Matte Painting: Encore Hollywood  
 Matte Painting: Encore Hollywood  
 Matte Painting: Encore Hollywood  
 Concept Design: Encore Hollywood  
 Matte Painting Supervisor: Look FX  
 VFX Supervisor: Momentum  
 VFX Supervisor: Momentum  
 VFX Supervisor: Momentum  
 VFX Supervisor, On-Set: Momentum  
 VFX Supervisor, On-Set: Momentum  
 VFX Supervisor, Matte Painter: R!OT  
 VFX Supervisor, Compositing: R!OT  
 Matte Painting: R!OT  
 Matte Painting, Compositing: R!OT  
 Matte Painting, Shots Supervision: R!OT  
 Matte Painting: R!OT  
 Matte Painting, Compositing: R!OT  
 Matte Painting, Compositing: Illusion Arts  
 Compositing: Illusion Arts

**Producer**

Showtime Networks  
 ABC Television  
 ABC Television  
 FX Network  
 CBS Television  
 ABC Television  
 NBC/Universal  
 Scott Free Productions  
 Criss Angel  
 Touchstone  
 Paramount  
 ABC Television  
 HBO Films  
 Warner Bros.  
 Warner Bros.  
 Touchstone  
 Warner Bros.  
 Warner Bros.  
 Paramount  
 Paramount

## **Episodic Production**

The X-Files "Dreamland"  
Deep Space 9 "Prodigal Daughter"  
Star Trek Voyager "In the flesh"  
Deep Space 9 "The Quickening"

## **COMMERCIALS**

### **Production**

Toyota Prius  
Liberty Park  
Toyota Camry  
Destin Plastic Surgery "Transformations"  
Mattel "Harry Potter Pumpkin Song"  
Ford "Clouds"  
Hasbro "Fun 10 City"  
VW Spec Spot "Fireflies"  
Bombardiere Flexjet  
Mobile Gas Station  
Aladdin Casino "Montage"  
Dodge Durango "Outdoing"  
Logix Communications "Genesis"  
Mission Tortillas  
Ford F-150 "Aztec"  
Rocher Chocolate

## **SHORT FILM**

### **Production**

Star Wars Musical (Disney Parody)  
Drone  
Cognition: Part II, Inner Workings of the Brain  
NIMH 50th Anniversary  
Lil Tokyo Reporter  
Mine

## **MUSIC VIDEOS**

### **Production**

Natasha Bedingfield "Unwritten"  
Debbie Harry "World of Happiness"  
Faith Hill "Cry"  
Nickel Creek "This Side"  
Bryan Adams "Here I Am"  
Masayuki Suzuki "So Long"

## **Work**

Matte Painting, Compositing : Illusion Arts  
Compositing: Illusion Arts  
Compositing: Illusion Arts  
Compositing: Illusion Arts

## **Work**

Matte Painting: Frantic Films  
VFX Supervisor: Momentum  
VFX Supervisor: Momentum  
VFX Supervisor: Momentum  
VFX Supervisor: R!OT  
Matte Painting: R!OT  
Design, Matte Painting: Zen Haven Studios  
VFX Supervisor: Zen Haven Studios  
Matte Painting, Compositing: R!OT  
Matte Painting, Plate Supervision, Compositing  
Matte Painting, Compositing: Illusion Arts  
Matte Painting, 3D Modeling & Animation  
Matte Painting, Compositing: Illusion Arts  
Matte Painting, Plate Supervision, Compositing  
Matte Painting, 3D Artist, Compositing  
3D Modeling: Illusion Arts

## **Work**

VFX Consultant: Zen Haven Studios  
VFX Consultant: Zen Haven Studios  
Director, VFX Supervisor  
Director, VFX Supervisor  
Overall VFX Supervisor: Zen Haven Studios  
Visual Effects: Look FX

## **Work**

Matte Painter: Zen Haven Studios  
On-set VFX Supervisor: R!OT  
Plate Supervision, 3D Matte Painting: R!OT  
Plate Supervision, Matte Painting: R!OT  
3D Matte Painting: R!OT  
VFX Supervisor, Compositor: Zen Haven Studios

## **Producer**

Paramount  
Paramount  
Paramount  
Paramount

## **Producer**

Emerald Coast Filmworks  
Sub-contract from PLF  
Emerald Coast Filmworks  
Young and Rubicam  
Flying Tigers  
The Big House  
Jeremy Cole

Sunspots  
V12 Studios  
Sunspots  
Sunspots  
Sunspots  
Sunspots  
Sunspots  
Movie Magic

## **Producer**

GeorgeShawMusic  
USC SCA  
UCLA Lab of Neuro Imaging  
UCLA Lab of Neuro Imaging  
LTR Film  
Borderland Film Co.

## **Producer**

Babyfoot Productions  
Disney  
Raw Prods.  
Ave B Pictures  
Raw Prods.  
Sony/Epic Records

## **PUBLICATION COVER ART**

Twistory	July	2013
Neuron	May	2004
Film & Video		2003

## **EDUCATION**

University of California, Los Angeles B.S. - Kinesiology/Physiological Sciences	1992
University of California, Los Angeles M.S. - Physiological Sciences, emphasis Neuromuscular Physiology	1996

## **ACADEMY and AFFILIATIONS**

Academy of Motion Pictures Arts and Sciences **AMPAS** Member  
Academy of Television Arts and Sciences **ATAS** Member  
Themed Entertainment Association **TEA** Member  
Visual Effects Society **VES** Charter Member  
Motion Picture Screen Cartoonist, IATSE Local 839 **MPSC** Inactive Member  
Stereo Club of Southern California **SCSC** Los Angeles 3D Club Inactive Member  
International Stereoscopic Union **ISU** Inactive Member

## **AWARDS**

Telly Award	The Communicator Award
The Videographer Award	Axiem Award

## **STUDIOS WORKED FOR (contract and sub-contract)**

The Hettema Group	Feld Entertainment	Mills Entertainment	Fireplay
DC Comics	Digital Backlot	Warner Bros.	SP-Interactive
Genting Malaysia	HBO Films	Dimension Films	Scott Free Production
Wanda	Chimelong	GDE Creative	National Geographic
Pixomondo	Rhythm and Hues	GK Films	Walden Media
Prime Focus VFX	Frantic Films	Icon Productions	Look FX
20 <sup>th</sup> Century Fox	Industrial Light & Magic	CIS Hollywood	Encore Hollywood
Momentum VFX	Stan Winston Digital	Captive Audience	ESC Entertainment
Babyfoot Productions	Picture Shop Post	Duck Studios LA	Dreamworks/Spy Glass Entertainment
R!OT Pictures	Illusion Arts	Revolution Studios	UCLA Laboratory of Neuro Imaging
Zen Haven Studios	Svengali VFX	The Big House	Touchstone Television
Paramount Television	NBC/Universal Television	CBS Television	ABC Television
FX Network	Disney	New Regency	Pixel Liberation Front
Summit Entertainment	Sony/Epic Records	Amazon Studios	Netflix Studios