

Kenneth Nakada

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Roles and Responsibilities

Amazon MGM Studios - (Jul 2020 - PRESENT) SUPERVISED DESIGN AND ON-SITE CONSTRUCTION OF VP STAGE, LED VOLUME BUILD, AND VP TEAMS BUILD

Head of Virtual Production Operations (Jan 2022 - Present)

Amazon MGM Studios **Stage 15 LED Volume** official launch Dec 2022. Filmed Candy Cane Lane starring Eddie Murphy. Completed Volume filming in March with successful Prime Video launch for Christmas 2023. Other LED VP completed filming included Short Film Documentary, Real Housewives Reunions for Orange County and Beverly Hills, Thursday Night Football promos, and a variety of other projects.

Designed the **Sandbox at Stage 15** at Amazon Studios - functional but still under construction. A two story building inside of Stage 15 that is an AWS portal for remote collaboration, micro-LED volume, performance capture volume, VIP green room, agile department hoteling for production teams, VR scouting space, green-screen / Ncam volume, Vcam ideation volume, ADR recording space, and flexible space for prototyping filmmaking tools and pipeline.

Part of AI-Task force at Studios with a focus on Generative AI. Identifying GAI technologies, prescribing areas of research, and continued evaluation internal and external GAI progress. Sponsor of Project Micro - designing stage configurations of LED technology, green-screen, live action, and possible Mixed-Reality technologies to save time for reality show setups. Design of permanent and traveling setups of live recording to include Gen-AI solutions.

Software/Hardware/Cloud tool building for filmmakers - camera testing, post-production pipeline testing, robotics testing (Colossus - Large Kuka) and motion control programming. Developing pipelines/tools/teams for virtual design visualization, remote location capture, Virtual Art Department tools/efficiencies/validation processes, ICVFX tools for stage virtual content manipulation, DESIGN-vis, pre-/tech-/stunt-/safety- visualizations.

I work creatively with writers, directors, producers and especially production designers and cinematographers - in pre-greenlight/soft prep/hard prep/pre-pro/ and in Production. design of trussing/rigging, mezzanine, and all support for LED volume.

I templatize, write standard operating procedures, consult on productions US & Global, and I'm currently strategizing and planning global facility builds and VP operational department builds in different production hubs across the globe.

Amazon Studios Virtual Production - Production Supervisor (Nov 2020 - Jan 2022)

I was hired to build the stage, the volume, the team, and the department. This included hiring every role, writing the roles and responsibilities for HR. I worked with Strategy, Legal, Accounting, EHS, and all of production to help set up this organization. I re-named the department and branded it in name/logo/identity and now head the department.

Contributed to design of the largest LED volume in the US, state-of-the-art machine room, design of trussing/rigging, mezzanine, and all support for LED volume.

Oversaw and managed Virtual Production vendors such as LuxMC, Fuse, Magnopus, 209Group, GN, Showrig, to name a few of the major tech builders and JLL, Swinerton, KPRS, Gensler, and Structural Focus to highlight some of the construction vendors.

Virtual Production Consultant (Jul 2020 - Nov 2020)

Document writing contributor for the request document defining the building of the LED Volume for Amazon Studios, the benefits of Virtual Production as an innovative addition to film production, the pipelines needed to run the department, and the tools design that would lead Prime Video into the next level of filmmaking.

BeBop Technologies - (Apr 2020 - Jun 2020) - **HELPED START VFX CLOUD PRODUCT PIPELINE**

Cloud VFX Consultant

Helped design, build, and test VFX workflow for online small teams cloud formation. This included different departments (compositing, matte painting, production) in different states spinning up storage, high speed data delivery, and remote collaboration on such projects as Shadow and Bone for Netflix.

Pixomondo - (Oct 2014 - Mar 2020) **DESIGNED LOCATION-BASED ENTERTAINMENT**

Creative Director / Art Director

Designed attractions as creative lead from concept pitch, narrative room writing, world build/character ensembles design, content creation, all the way to installation.
Built the Unreal game engine department with VR output, HW/SW/Artists.
Put into practice asset and library systems: Megascans, Xfrog, Speed Tree, Textures.
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) **FILM/TV AND LOCATION BASED ENTERTAINMENT**

Art Director -

Creative Lead responsible for the look of the assigned film,
Provided art direction for 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.

Matte Painting Supervisor & Matte Painter

Supervised matte painters
Lead on utilization of Rampage, RnH custom software, and Houdini for matte painting.

Frantic Films VFX/Prime Focus VFX - (Jan 2008 - Feb 2010) - STARTED ART/CONCEPT DEPT

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 software dev, PipeDash, to help 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) - STARTED MOMENTUM VFX

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) FIRST DIRECTOR OF VFX

Director of VFX & continued as VFX Supervisor

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 • Director • Creative Director • Art Director • VFX Supervisor

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

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

Director
 Director
 Creative Director: Pixomondo
 Director
 Creative Director: Pixomondo
 Creative Director: Pixomondo
 Creative Director: Pixomondo
 Creative Director: Pixomondo
 Creative Director: Pixomondo
 Director (Live Action and Media): Pixomondo
 Director – Preshow/Creative Director - Mainshow
 Creative Art Director: Pixomondo
 Creative Director/Art Director: Pixomondo
 Creative Director/Art Director: Pixomondo
 Creative Director/Art Director: Pixomondo
 Creative Director/Art Director: Pixomondo
 Creative Director/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

K11
 SP-Interactive
 The Hettema Group
 Evergrande
 Feld/Universal/NBC
 Mills Ent./Fireplay
 GDE
 GDE
 Genting/20th C. Fox
 Genting/20th 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)

Production

Candy Cane Lane
 KPop Documentary
 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
 The Tree of Life
 The Tourist
 3D Avatar

Work

Head of Virtual Production Operations
 Head of Virtual Production Operations
 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
 Matte Painting Supervisor: Prime Focus VFX
 Matte Paintings by: Zen Haven Studios
 Matte Painting Supervisor: Prime Focus VFX

Producer

Amazon MGM Studios
 Amazon MGM Studios
 20th Century Fox
 20th Century Fox
 Warner Bros.
 20th Century Fox
 20th Century Fox
 Universal
 20th Century Fox
 Warner Bros.
 Warner Bros.
 Brace Cove
 GK Films
 20th Century Fox

(Feature Film Work Continued)**Production**

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
Batman & Robin

Work

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
Compositing: Illusion Arts

Producer

20th Century Fox
Warner Bros.
Warner Bros.
Dreamworks SKG
Universal

Revolution
Warner Bros.
Warner Bros.
Warner Bros.
Universal
20th Century Fox
Universal
Universal
Universal
Paramount
Universal
Universal

Universal
MGM
20th 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.
Warner Bros.

(Feature Film Work Continued)**Production**

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, 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

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

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

Real Housewives of Beverly Hills
 Thursday Night Football
 Real Housewives of Orange County
 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 ^{3D}(S2Ep7, Stereo broadcast)
 Empire - Episodes 1-6
 Carnivale - “?”
 Smallville - “Crush”
 Smallville - “Drone”
 Meet the Changs - “Pilot”
 Smallville - “Stray”

Work

Head of Virtual Production Operations
 Head of Virtual Production Operations
 Head of Virtual Production Operations
 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

Producer

Amazon MGM Studios
 Prime Video Live Sports
 Amazon MGM Studios
 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.

Nickel Creek "This Side"
Bryan Adams "Here I Am"
Masayuki Suzuki "So Long"

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

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

AWARDS

Telly Award	Axiem Award
The Videographer Award	The Communicator 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 th 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		