



Morgan Griffiths

Visual Effects and Compositing

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WEB

www.astrolabedigital.com

DEMO REEL

demo.astrolabedigital.com

Education

Fullsail University, Winter Park, Florida

Bachelor of Science Degree - Computer Animation

January 2006 - November 2007

County College of Morris, Randolph, New Jersey

Traditional Art, Photography, Graphic Design, and Web Design Coursework

September 2002 - May 2005

Skills

2D/GRAPHIC DESIGN

Industry film and CG node-based compositing experience

Rotoscoping

Paint, Wire/Rig removal

Chroma keying

Cineon/Logarithmic film plate experience

Texture painting for 3D applications

Graphic Design for web or print

3D COMPUTER GRAPHICS

3D film tracking

Dynamic effects including particles, fluids, and cloth

Modeling, texturing, lighting and multilayer-based rendering

Mental Ray shading and rendering experience

MEL scripting

Software Training

2D/GRAPHIC DESIGN

Adobe After Effects

Apple Shake

The Foundry Nuke

Autodesk Combustion/Toxik

Adobe Creative Suite

3D COMPUTER GRAPHICS

Autodesk Maya and 3DS Max

Nextlimit RealFlow

Andersson Technologies SynthEyes

Pixologic Zbrush

Luxology Modo

Experience

SCENE FINISHING, COMPOSITING, AND DYNAMIC EFFECTS ARTIST

WALSH FAMILY MEDIA

JULY 2008 - JANUARY 2009

Lighting, and rendering of cg animations using Autodesk Maya and Mental Ray

Extensive use of Maya particle, fluid, and nCloth dynamics, along with liquid effects using Nextlimit RealFlow

Compositing of CG render passes primarily using Adobe After Effects

Additional 3D Generalist roles such as modeling, texturing, and shading

RUNNER

THE MILL NY

FEBRUARY 2008 - JUNE 2008

Familiarity with high end production pipeline

Facility maintenance experience

COMPOSITOR

FADE TO BLUE LLC

AUGUST 2007 - SEPTEMBER 2007

Feature film level production in a group environment

Extensive Rotoscoping work in Apple Shake

Expression driven effects in Apple Shake