

STAN R. HAPTAS – vfx artist

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SUMMARY:

VFX professional is a FULL CG GENERALIST advancing the artistic and commercial appeal of entertainment projects. Contributed to the creation of over \$3.9 Billion dollars of worldwide box office content. Special expertise includes:

- LAYOUT. Animated final cameras in Maya using keyframe and motion capture techniques for major film releases.
- ENVIRONMENTS. Created realistic large-scale virtual exterior and detailed interior sets for key sequences.
- STEREOSCOPIC 3D. Produced stereoscopic 3D camera settings for dynamic and immersive theatrical experiences.
- MODELING. Built production-ready environment, character, and stand-in surface models and sculpts.

EXPERIENCE / FILM PROJECTS:

- Iloura Sydney / Method Studios** – Senior Layout Artist 2017 – 2018
- **[Outlaw King]** dir. David Mackenzie
 - **[Skyscraper]** dir. Rawson Marshall Thurber
 - **[Crazy Rich Asians]** dir. Jon M. Chu
- Animal Logic** - Senior Final Layout Artist 2016 – 2017
- **[Peter Rabbit]** dir. Will Gluck
 - **[The LEGO NINJAGO Movie]** dir. Charlie Bean & Paul Fisher
 - **[The LEGO Batman Movie]** dir. Chris McKay
- ONE BUN FUN Studios, Inc.** - CEO, Lead VFX Artist 2014 - 2015
- **[Finding Noah]** dir. Brent Baum for W.I.P.
 - **[Lenovo Laptop Product Introduction]** dir. Allen Bolden for W.I.P.
 - **[Editing Fundamentals]** Online Instructional Course dir. Damian Allen for Moviola.com
- DreamWorks Animation** - Final Layout Artist 2008 - 2013
- **[How to Train Your Dragon 2]** dir. Dean DeBlois – Oscar Nominee, Golden Globe Winner
 - **[The Croods]** dir. Kirk De Micco & Chris Sanders – Oscar and Golden Globe Nominee
 - **[Kung Fu Panda 2]** dir. Jennifer Yuh Nelson – Oscar Nominee
 - **[Megamind]** dir. Tom McGrath
 - **[Shrek Forever After]** dir. Mike Mitchell
 - **[Monsters vs. Aliens]** dir. Rob Letterman & Conrad Vernon – Saturn Award Winner
- Digital Domain** - Digital Layout Artist 2007 - 2008
- **[Speed Racer]** dir. The Wachowskis
- Gnomon School of Visual Effects** - Teacher Assistant - Surface Modeling Class 2007
- Visual Effects Society** - Production Coordinator, Modeling, Concept, and Texture Artist, Animator 2005 - 2006
- **[VES – Festival Open]** and **[VES - 4th Annual VES Awards Open]**

EDUCATION:

- Studio Arts Los Angeles, CA 2013 - 2014
- Certificates in Advanced Nuke, ZBrush, Cinema 4D, SketchUp, Maya, Modo
- Gnomon School of Visual Effects Hollywood, CA 2013
- Art of Compositing – Nuke
- Gnomon School of Visual Effects Hollywood, CA 2005 – 2007
- Trained in modeling, texturing, lighting, environment design, and photography for VFX
- Millikin University Decatur, IL 1987 – 1991
- Bachelor of Fine Arts in Directing / Theater, emphasis in stage design / communications

SOFTWARE SPECIALTIES:

- Maya – XSI - ZBrush - Photoshop - Nuke - After Effects - Premiere – Cinema 4D - LightWave 3D
- Illustrator - GIMP – Unity – Motion Builder – SketchUp - Powerpoint - PC / Linux / Mac OS - Avid Xpress Pro

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ADDENDUM - EXPERIENCE / FILM PROJECTS:

- Iloura Sydney / Method Studios** – Senior Layout Artist 2017 – 2018
[Outlaw King], [Skyscraper], [Crazy Rich Asians]
- Tested the integration of a new layout pipeline while publishing full CG layouts and digital set extensions for live action plates - Set-dressed environments based on reference, key art and CG Supervisor direction
 - Re-timed and re-projected cameras within Maya as needed - Provided renders for daily review and iteration
 - Modeled temporary proof of concept assets using Maya and edited Lidar within ZBrush to pass on to modeling
- Animal Logic** – Senior Final Layout Artist 2016 – 2017
[Peter Rabbit], [The LEGO NINJAGO Movie], [The LEGO Batman Movie]
- Created scene files and final cameras - Collaborated with Director, Layout, and Stereo Supervisor to determine final lens, stereo, and cinematography choices in creating dynamic cameras for feature films and marketing shorts
 - Developed new technique to save time focusing on shallow depth of field characters by synthesizing a combination of proprietary studio tools and standard 3D software functions, wrote wiki, presented and rolled out to team
 - Wrote a new department tool to automate and reduce time spent on repetitive camera and stereo setup tasks
 - Used Nuke for 3D camera tracking on archival footage to study camera motion and lenses in relation to production
 - Provided previs and rough layout character animation, camera, and scene setup assistance when needed
- ONE BUN FUN Studios, Inc.** - CEO, Lead VFX Artist 2014 – 2015
- Started new corporation - Researched and evaluated new software and equipment including game development engines, plug-ins, and a motion capture solution for previs and mobile app development - Serviced clients
 - **[Finding Noah]** – created a 6.4 gigapixel high resolution texture painting, ZBrush sculpt geometry, and new UV mapping to an existing Mt. Ararat model - Created previs and final cameras - Setup V-ray renders
- DreamWorks Animation** - Final Layout Artist 2008 – 2013
[tasks common to all DWA film projects] – show specific work listed below
- Constructed sequence and scene files, cameras, and test renders for surfacing, VFX, animation, lighting, and matte painting departments using proprietary and industry standard 3D software
 - Animated final stereographic 3D cameras with parented rigs, motion capture, procedural and keyframe techniques
- [How To Train Your Dragon 2]**
- Set-dressed and organized mastershots for large-scale virtual sets, including updates to the Island of Berk
 - Identified, located and utilized legacy assets for the Art Director
- [The Croods]**
- Set-dressed and organized complex, dense, and large natural environments, including forests, lush mesas, tundra vistas, and vast deserts - Designed several areas to specifically enhance stereo 3D moments in the film
- [Kung Fu Panda 2]**
- Prepared scene files, cameras, and test renders for sequences including Shen's 3D intro and final battle
 - Worked with director Jennifer Yuh Nelson, provided temp voice as lead character "Lord Shen" from 2008 - 2010
- [Megamind]**
- Set up battle sequence scene files and set dressing for cross-site animation, lighting, and VFX teams
 - Animated final camera movements and 3D settings for a variety of shots, including a complex mirror scene
- [Shrek Forever After]**
- Created scene files and final cameras - Set dressed multiple environments, including large forested areas
 - Set stereographic 3D camera effects including scene expansion, multi-plane compressions, blending, and depth-based dolly zooms - Blended scene-to-scene stereo settings to achieve a cohesive sequence depth experience
- [Monsters vs. Aliens]**
- Constructed sequences and scene files for animation and lighting departments using proprietary 3D software
- Digital Domain** - **[Speed Racer]** - Digital Layout Artist 2007 - 2008
- Arranged props and assets in full digital environments for final shots based on shot camera placement
 - Prepared and published complex CG digital set assemblies that appear in several key racetrack sequences
- Gnomon School of Visual Effects** - Teacher Assistant (Surface Modeling Class) – Lab Monitor 2007
- Evaluated student work, answered questions regarding surface modeling, and taught troubleshooting skills
- Visual Effects Society** - **[4th Annual Awards & Festival Open]** – CG Generalist 2005 – 2006
- Created concept paintings, models, textures, and animation - Provided survey data and coordination