

KAYLEE FORNAIS HAPTAS – visual effects artist

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SUMMARY:

Kaylee Fornais Haptas is a visual effects professional working as a full 3D generalist and layout artist. Previous to 2019 she worked on several feature films, television, and streaming series under the name "Stan R. Haptas". She has contributed to the creation of over \$4.7 Billion dollars of worldwide box office content and is CEO and lead artist of One Bun Fun Studios, Inc. Special expertise includes:

- DESIGN. Created art, textures, logos, layouts, and animations utilizing the Adobe CC suite.
- LAYOUT. Animated final cameras in Maya using keyframe and motion capture techniques for major film releases.
- PREVIS ANIMATION. Provided dynamic animation using keyframe, body, and facial motion capture techniques.
- ENVIRONMENTS. Created large-scale full CG exteriors and set extensions. Matched tracking for plate integration.
- MODELING. Built production-ready environment, character, and stand-in 3D surface models and sculpted assets.
- STEREOSCOPIC 3D. Produced stereoscopic 3D cameras for key sequences and immersive theatrical experiences.

EXPERIENCE / FILM PROJECTS:

SlateVFX – Visual Effects Artist, Senior Layout Artist	2018 - 2019
[The New Legends of Monkey: Season 2] Netflix series, [SeaChange] Nine Network series, [Reckoning] Sony series, [Les Norton] ABC series, [Bloom] Stan series – Logie Award Winner, [Hardball] ABC series ep.13, [True History of the Kelly Gang] film for Stan streaming, [The Whistleblower] film (2019)	
Method Studios Sydney – (formerly Iloura) – Senior Layout Artist	2017 – 2018
[Outlaw King] Netflix film, [Skyscraper] film, [Crazy Rich Asians] film – Critics' Choice Awards Winner	
Animal Logic – Senior Final Layout Artist	2016 – 2017
[Peter Rabbit] film, [The LEGO NINJAGO Movie] film, [The LEGO Batman Movie] film	
ONE BUN FUN Studios, Inc. – CEO, Lead VFX Artist	2014 - 2015
[Finding Noah] feature documentary, [Lenovo Laptop Product Introduction] promotional video, [Moviola: Editing Fundamentals] online tutorial short	
DreamWorks Animation – Final Layout Artist	2008 - 2013
[How to Train Your Dragon 2] film – Oscar Nominee, Golden Globe Winner, [The Croods] film – Oscar and Golden Globe Nominee, [Kung Fu Panda 2] film – Oscar Nominee, [Megamind] film, [Shrek Forever After] film, [Monsters vs. Aliens] film – Saturn Award Winner	
Digital Domain – Digital Layout Artist	2007 - 2008
[Speed Racer] film	

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 SKILLS:

- Maya – XSI – ZBrush – Adobe Photoshop – Nuke – 3DEqualizer – After Effects – Premiere – Cinema 4D – Vray
- Arnold – Illustrator – GIMP – Unity – Motion Builder – SketchUp – Powerpoint – PC / Linux / Mac OS – LightWave 3D

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FILM EXPERIENCE DETAILS:

- SlateVFX** – Visual Effects Artist, Senior Layout Artist 2018 – 2019
- Generated postvis and final VFX, including smoke, fire, steam, fractured destruction, ocean water, motion graphics and crowds
 - Created and rigged a new animation camera system for 3D in Maya, including a default chase camera and blendable aim target
 - Provided generalist vfx services including full camera animation and retargeting, tracking, lineup, prop, plant and vehicle rigging and animation, environment modeling, satellite topography for previs, character matchmove and final animation, lighting and surfacing
 - Verified camera sheet data and edit ranges, converted plates, created renders and test comps, published footage to review system
 - Spearheaded the creation of the company wiki, including style formatting, department, show and training pages
- Method Studios Sydney** – (formerly Iloura) – Senior Layout Artist 2017 – 2018
- Tested the integration of global layout pipeline tools while publishing full CG layouts and digital set extensions for live action plates
 - Provided set-dressed environments to match key art, CG Supervisor direction and digital matte painting needs
 - Re-timed and re-projected cameras within Maya as needed - Provided renders for daily review and iteration
 - Modeled environment assets using Maya to match tracked plates and edited Lidar within ZBrush to pass on to modeling
- Animal Logic** – Senior Final Layout Artist 2016 – 2017
- 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 and recreate vintage camera motion and lenses
 - Provided previs and rough layout character animation, camera, and scene assemblies when needed
- ONE BUN FUN Studios, Inc.** - CEO, Lead VFX Artist 2014 – 2015
- Started new corporation - Set up pipeline, hardware, workstations, servers, networking, and ftp access
 - Managed business operations including client billing, business licenses and coordination with legal consultants
 - Researched and evaluated new software and equipment including Unity and Unreal engines and plug-ins
 - Performed and edited full body and facial motion capture takes for previs, mobile app and VR development
 - Created a 6.4 gigapixel texture painting and UV mapping, sculpted ZBrush environment geometry - Setup Vray renders
 - Consulted with director of **[Finding Noah]** on CG camera lens, movement, and creative choices - Created previs and final cameras
 - Provided motion graphics, vfx editing, 2D and 3D animation using Adobe After Effects and Toon Boom Harmony
 - Designed logo, animation, website, marketing materials, and company stationery using Adobe CS
- DreamWorks Animation** - Final Layout Artist 2008 – 2013
- Constructed sequence and scene assemblies, cameras, and test renders to deliver files to surfacing, effects, animation, lighting, and matte painting departments using proprietary and industry standard 3D software
 - Animated final 3D camera compositions with parented rigs, motion capture, procedural and keyframe techniques
 - Set-dressed and organized large natural 3D environment sets, including complex mastershots for forests, lush mesas, tundra vistas, and vast deserts - Designed several areas to specifically enhance stereo 3D moments
 - Worked with director Jennifer Yuh Nelson, provided scratch voice as lead character "Lord Shen" for **[Kung Fu Panda 2]**
 - Created test files, test renders, set dressing and 3D cameras for a cross-site remote team
 - 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
- Digital Domain** - 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

ACTIVITIES AND INTERESTS:

- Trans Pride Australia** – 2020 Sydney Gay and Lesbian Mardi Gras Festival Parade – Lead Designer 2019 – 2020
- Designed Award Nominated float and costumes, generated renderings and construction drawings
- Sydney Mardi Gras Festival** – Museum of Love and Protest – Volunteer 2018
- Greeted guests, provided information, handled gift shop transactions, and trained other volunteers
- ACM Siggraph** – Special Interest Group on Computer Graphics and Interactive Techniques – Attendee 2003 – 2015
- Attended annual Siggraph conferences, activities, lectures, and trade shows