

JOHN BUNT

Generalist, Layout, Previs, Lighting-Compositing

5/17 to present

SONY PICTURES IMAGEWORKS Culver City, CA
Lead Layout Artist for Animated Features

- Sequence based layout in Maya.

10/16 to 5/17

WALT DISNEY IMAGINEERING Glendale, CA
Ride previsualization and integration

- Previs using MotionBuilder, Maya, After Effects, Nuke.
- VR visualization using Unreal Engine, Oculus and Vive.
- Kuka robotic arm programming and operation.

8/14 to 10/16

SONY PICTURES IMAGEWORKS Culver City, CA
Layout Supervisor for Feature Film

Senior Layout Artist for Animated Features

- Leading team of 18+ artist and production in rough and final layout.
- Delivery of 1600+ shots in 36 sequences.
- Artist training and workflow implementation.
- Sequence based layout in Maya.

5/14 to 8/14

BENTO BOX ENTERTAINMENT North Hollywood, CA
Generalist - Animation TD

- Motion capture editing, character setup, pipeline development.
- Animation, rendering, and compositing using Maya, MotionBuilder, Xsens MVN, and After Effects.

3/14 to 5/14

RGH THEMED ENTERTAINMENT Los Angeles, CA
Layout and Previs Artist

- Previs and layout using Maya, Nuke. Motion editing using MotionBuilder.

2/14 to 3/14

THE THIRD FLOOR, INC. Los Angeles, CA
Postvis and Previs Artist

- Animation in Maya, compositing in After Effects, tracking in Boujou.

10/10 to 2/14

SONY PICTURES IMAGEWORKS Culver City, CA
Layout Lead/Artist for Feature Films

- Rough, plate and final layout using Maya, Nuke, and Katana.
- On set motion capture supervision.
- MotionBuilder, Endorphin.
- Stereo camera dialing lead.

4/10 to 10/10

PRIME FOCUS Hollywood, CA
Compositing TD for Stereoscopic Films Using Digital Fusion

1/09 to 4/10

SONY PICTURES IMAGEWORKS Culver City, CA
Lighting Compositing TD for Films

- Lighting and compositing using Katana, Nuke and Maya.
- S3D lighting lead, direct and QC artist local and in India.

9/08 to 12/08

CUSTOM FILM EFFECTS Burbank, CA
Compositor, 3D Generalist for Films

- Modeling, animation, lighting using Maya/Mental Ray.
- Compositing and paint using Digital Fusion.

3/08 to 9/08

6 months

TECHNICOLOR INTERACTIVE

Burbank, CA

Lead – Animation, Layout, Lighting and Compositing for Game Cinematics

- Character and pipeline setup for Maya/MotionBuilder.
- Lighting compositing using Maya/MR, After Effects and Shake.
- Animation and layout MotionBuilder, 3ds Max, Maya, and XSI.
- Supervise and train artists local and India.

12/07 to 3/08

4 months

CAFÉ FX

Santa Monica, CA

Compositor for Film

- Live action CG integration compositing using Digital Fusion.
- Lighting using Maya and Mental Ray.

6/05 to 11/07

2 years 7 months

SONY PICTURES IMAGEWORKS

Culver City, CA

Lighting TD – Sr. Technical Animator/Integration

- Motion capture character animation and layout for feature films.
- Lighting and rendering using Maya and Katana.
- Compositing using Nuke and Katana.
- Layout and animation integration using Maya and MotionBuilder

2/05 to 6/05

4 months

CAFÉ FX

Santa Maria & Santa Monica, CA

Compositor for Films

- Live action CG integration compositing using Digital Fusion.

9/04 to 2/05

6 months

STARGATE DIGITAL

Pasadena, CA

Compositor for Film and Television

- Live action film compositing and 3D integration using After Effects, Boujou, and Maya.

8/99 to 9/04

5 years 2 months

BLUR STUDIO

Venice, CA

Compositing, Lighting, Animation, Motion Capture Supervisor for Video Games, Film and Television

- Motion capture supervisor using Vicon, MotionBuilder, and 3ds Max.
- Live action film compositing and 3D integration using Digital Fusion.
- 3D lighting/rendering and scene assembly using 3ds Max.
- 2D and 3D camera tracking using Matchmover and Boujou.
- On location visual effects supervision.
- Character rigging and animation.

2/99 to 8/99

6 months

ENCORE HOLLYWOOD

Hollywood, CA

Jr. Compositor for Television Using After Effects

Software

*Maya • Katana • MotionBuilder • Nuke • After Effects • Unreal • Unity
3ds Max • Digital Fusion • Boujou • Syntheyes • Vicon • IQ • Blade
Xsens MVN • Mudbox • ZBrush*

Links

<https://www.linkedin.com/in/johnbunt>
<http://johnbunt.com/>
<http://www.imdb.com/name/nm1209376/>