

# ELLERY ORTIZ

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## SUMMARY

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More than 17 years experience in the Visual Effects Film Industry. Specializing in **Layout**, **Previz** and **Stereo Layout**. My responsibilities has covered:

- Previs and Rough layout staging for action, environments, composition and timing of shots.
- Plate tracking and Layout integration into CG environments for hybrid shots.
- Finalizing environments and cameras.
- Managing, Evaluating assets and shots from artist, both on and off site.
- Managing, Creating and Dialing the stereoscopic depth for entire sequences of shots.
- Creating and Evaluating stereoscopic work flows and tools.
- Stereoscopic training and documentation.

Also have extensive experience in Matchmove (both camera and character matching), as well as Lighting/Compositing.

**Sonic the Hedgehog Previs** - [bit.ly/elSonicPrevis](http://bit.ly/elSonicPrevis)

**Terminator Previs** - [bit.ly/elTerminatorPrevis](http://bit.ly/elTerminatorPrevis)

**Layout/Previs Reel** - [bit.ly/elLayoutZerply](http://bit.ly/elLayoutZerply)

WebSite - <https://zerply.com/ElleryO>

Other Demo Reel Collections - [bit.ly/elDemoCl](http://bit.ly/elDemoCl)

## WORK EXPERIENCE

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6/2019 – Current      **Blizzard Entertainment**      Irvine, CA  
**Previs Cinematics Artist**

Overwatch 2:      **Helping to establish the look, style and pacing of stories through the art of Cinematography and Animation by creating a number of Pre-vis in-game cinematic shorts.**

12/2018 – 6/2019      **Encore VFX**      Burbank, CA  
**Layout/Previs Artst**

Using my Previs, Layout and Tracking skills to help bring the popular episodic superhero shows of the CW and others to life.

8/2018 – 10/2018      **Sony Imageworks**      Culver City, CA  
**Sr. Layout Artist**

Spiderman: Into the spiderverse      **Helping to bring the stereoscopic presentation of the film to the finish line.**

4/2018- 8/2018      **Digital Domain**      Los Angeles, CA  
**Previs Artist**

Sonic the Hedgehog  
Assassins Creed Odyssey      **Previs cinematic animator.**  
One of 2 artist who worked on the intro for a Ubisoft commercial promoting Assassin's Creed Odyssey. *This piece won the Silver Telly Award in 2019 for Videography /cinematography.*

7/2017– 2/2018      **Proof Inc**      Los Angeles, CA  
**Previs Artist**

Aquaman      **Postvis animator working on the Warner Brothers Studio lot. Helping to complete a cut of the film for a directors review.**

Terminator: Dark Fate      **Previs animator working at Blur Studios visualizing and developing action sequences for the film, along side director Tim Miller and A.D. Philip Silvera.**

Escape at Dannemora                      **Previs animator on the upcoming Ben Stiller directed project.**

2/2016 – 6/2017                      **Industrial Light and Magic**      San Francisco,CA  
**Sr. Layout Artist**  
• Projects include:

Star Wars VIII: The Last Jedi            **Layout integration, Staging of action and environment for 3<sup>rd</sup> Act, and Tracking.**  
Star Wars : Rogue One                      **Previz, Animation blocking and timing of CG characters, Layout integration and Tracking.**  
Teenage Mutant Ninja Turtles 2            **Previz for CG shots, Camera and Character Tracking**

11/2014 – 2/2016                      **Sony Imageworks**                      Culver City, CA  
**Sr. VFX Artist**  
• Primarily working in the capacity of a Final layout Artist and/or Stereoscopic Artist. I have had the pleasure of working on 2 really fun and creative CG animated features over the past year. Projects that have allowed me to be both challenged and creative at the same time. Those 2 films were:

Hotel Transylvania 2 and Angry Birds

11/2013 - 11/2014                      **Industrial Light and Magic**      San Francisco,CA  
**Sr. Layout Artist**  
• Defining composition and scale as a foundation for the building blocks of a VFX shot; through animated cameras, geometry and layout of CG elements against plates.

Avengers 2 - Unbroken - Tomorrowland - Transformers 4

9/2005 - 9/2013                      **Sony Imageworks**                      Culver City, CA  
**Sr. VFX Artist**  
• 8 years of VFX experience that ranges from front end, to back end of the production. Hands on work in cameras, animation, stereoscopic and lighting. Leadership roles including managing, evaluating, training and creating. Here are just a few projects of note, that I was involved with:

Cloudy 2:	<b><i>Both Final layout and Stereo layout</i></b>
Hotel Transylvania:	<b><i>Both Final layout and Stereo layout</i></b>
Green Hornet 3D :	<b><i>Stereo Camera Lead</i></b>
Green Lantern :	<b><i>Both Rough layout and Stereo layout</i></b>
Alice in Wonderland 3D :	<b><i>Stereo layout</i></b>
Watchman :	<b><i>Matchmove, Animation and Lighting/Rendering</i></b>
Geforce 3D :	<b><i>Stereo Camera Lead</i></b>
Beowulf 3D :	<b><i>Stereo Lighting/Compositing</i></b>
Spiderman 3 :	<b><i>Matchmove</i></b>

2/2005 - 6/2005                      **Giant Killer Robots**                      San Francisco, CA  
**VFX Artist**  
• Matchmove artist for their Fantastic Four project, which included both Film and Commercial work. Commercial work included spots for NBA and SBC. While on Fantastic Four, I mostly did Character Matching, which included a lot of free hand Character Animation.

9/03 – 2/04 8/04 - 2/05 **The Orphanage**                      Presidio, CA  
**VFX Artist**  
• Matchmove artist working on both Film and Commercial projects. Film projects include Hellboy, SinCity, Harry Potter 4 and The Adventures of Shark Boy and Lava Girl 3D. Commercial projects include Jak II, Pepsi, Playstation's Ratchet & Clank, Motorola, Honey Comb and Honda. While on Sincity, I also did some Lighting TD work.

## EDUCATION

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**Academy of Art College San Francisco**  
May 2003, **Master of Fine Arts**  
Computer Animation – **Compositing and Visual Effects**

**Syracuse University**  
May 1998, Bachelor of Fine Arts  
College of Visual and Performing Arts - Computer Graphics