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| ANGUS LYNE | Visual Effects and Graphic Arts Generalist | | |
| PROFESSIONAL QUALIFICATIONS: | | | |
| <ul style="list-style-type: none"> ● Years of intense short-deadline driven television experience. ● Diverse Generalist skill set. With a background in a wide range of analog and traditional art forms. ● Strong knowledge and experience with all aspects of Filmmaking and Production. ● Member of The Art Directors Guild IATSE Local 800 since 2008. | | | |
| GENERALIST SKILL SET: | | | |
| <ul style="list-style-type: none"> ● Character Design & Modeling ● Character Rigging & Animation ● Hard Surface & Organic Modeling ● On Set Supervision | <ul style="list-style-type: none"> ● Compositing, Tracking & Roto ● Lighting and Rendering ● Particles & Dynamic Simulation ● Photogrammetry | <ul style="list-style-type: none"> ● Stop-Motion Animation ● Video Editing and Color Grading ● Previz ● Title Sequence Design | |
| SOFTWARE PROFICIENCY: | | | |
| <ul style="list-style-type: none"> ● Adobe Creative Suite ● Fusion ● DaVinci Resolve | <ul style="list-style-type: none"> ● 3D Studio Max ● Blender ● Cinema 4D | <ul style="list-style-type: none"> ● V-Ray ● Zbrush ● Substance Painter | <ul style="list-style-type: none"> ● Mocha Pro ● Syntheyes ● Agisoft Metashape |
| WORK HISTORY AND EXPERIENCE: | | | |
| <p>“CONAN” (TBS) Motion Graphics / VFX Generalist (2016 – Present)</p> | I’m one half of a two-man team that handles all graphics needs for the show. Including 3D animation, VFX, motion graphics, as well as print work for things like scenic backdrops and prop product packaging. I also do on set VFX supervision. | | |
| <p>CORRUPT FRAME INC. Motion Graphics / VFX Generalist (2012 – Present)</p> | Freelance VFX, motion graphics and video production. | | |
| <p>“THE DOCTORS” (CBS) Lead Motion Graphics / VFX Generalist (2008 – 2016)</p> | Produced countless 3D medical animations, show package elements, interactive graphics, and photo-realistic VFX. In addition to large scale print elements for stage design, and ads specially designed for the multiple video screens of Times Square. | | |
| <p>“THE DR. PHIL SHOW” (CBS) Motion Graphics / VFX Generalist (2008 – 2016)</p> | Over the years I've produced several animations and graphics for Dr. Phil. | | |
| <p>“JIMMY KIMMEL LIVE” (ABC) Motion Graphics / VFX Generalist (2008 – 2016)</p> | On call swing animator. VFX for the Oprah Oscar Special, 2015 Star Wars Special, and Movie the Movie 2, among others. | | |
| <p>“@MIDNIGHT” (Funny or Die – Comedy Central) Motion Graphics / VFX Generalist (2016)</p> | 3D character animation and VFX for “@Midnight Investigates: Andrew Basiago” Pterodactyl Sequence. As well as ordinary daily show graphics on many episodes. | | |
| <p>PIXOMONDO Motion Graphics / VFX Generalist (2012)</p> | 5-minute 180-degree dome-screen projection show, previz for a Chinese theme park and a Stereoscopic Paramount Studios Vault logo for the opening of "Katy Perry: Part Of Me". | | |
| <p>RENEGADE 83 Motion Graphics / VFX Generalist (2007 – 2008)</p> | Graphics and VFX for numerous pilots and development reels, as well as CMT's "Gone Country" and BET's "The Boot". | | |
| <p>“MURDER” (Bunim Murray – Spike TV) Assistant Property Master (2007)</p> | Prop fabrication, practical special effects, crime scene recreation, graphic design, continuity tracking, set decoration, and murder reenactment performer. | | |
| <p>“I AM LEGEND” (Tinsley Transfers – Warner Bros.) Lab technician (2006)</p> | Helped to produce silicone creature suits. | | |

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