

Seth Lippman
CG Supervisor / Visual FX Artist
(203) 644 – 7054 / seth@unreeled.com

Work Experience

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| August 2010 – August 2011 | Dreamworks Animation - Glendale, California | Crowds / FX Artist |
| June 2010 – July 2010 | Flat Earth Productions - Burbank, California | FX Technical Director |
| February 2008 – March 2010 | CafeFX - Santa Maria, California | CG Supervisor |
| December 2005 – February 2008 | Charlex - New York City, New York | Supervising Technical Director |
| February 2005 – November 2005 | Curious Pictures - New York City, New York | CG Supervisor |
| June 2004 – February 2005 | Blue Sky Studios - White Plains, New York | FX Technical Director |
| January 2003 – May 2004 | PDI DreamWorks - Redwood City, California | FX Lead |
| August 2000 – October 2002 | Weta Digital - Wellington, New Zealand | 3D Sequence Lead |
| February 1999 – August 2000 | Sony Pictures Imageworks - Culver City, California | Technical Director |
| April 1998 – February 1999 | Pacific Title / Mirage - Hollywood, California | Technical Director |
| September 1995 – April 1998 | Pacific Ocean Post - Santa Monica, CA | 3D Artist |

Skills

Maya Particles / Dynamics / Fluids – Massive / Crowd Simulation – Houdini – Realflow – MentalRay – Nuke
Project Bidding – Artist Allocation – Team Building – Creative Leadership – Overseas / Outsource Management
Stereographic Workflow – Scripting and Pipeline Development – (Mel, Perl, Python)

Credit List Highlights

Puss in Boots - Dreamworks Animation - FX Artist
Kung Fu Panda 2 - Dreamworks Animation - Crowds Artist
Alice in Wonderland - CafeFX - CG Supervisor
G Force Go! – G Force Rap Music Video - CafeFX – VFX Supervisor
G.I. Joe - CafeFX - CG Supervisor
Red Cliff - CafeFX - CG Supervisor
Robots - Blue Sky Studios - FX Technical Director
Shrek 2 - PDI | DreamWorks - FX Lead
LOTR: The Two Towers - Weta Digital - 3D Sequence Lead
LOTR: Fellowship of the Ring - Weta Digital - Technical Director
Hollow Man - Sony Pictures Imageworks - Technical Director
What Dreams May Come - Pacific Ocean Post - 3D Artist
Starship Troopers - Pacific Ocean Post - 3D Artist
Devils Advocate - Pacific Ocean Post - 3D Artist

Full List Available at: <http://www.imdb.com/name/nm0513670>

References

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|----------------------------------|--|---|
| Brad Herman - Crowds Supervisor | DreamWorks Animation - Glendale, California | (310) 430 - 4655 |
| Kevin Rafferty - VFX Supervisor | CafeFX - Santa Maria, California | kraff@kevinrafferty.net |
| Bryan Godwin - V.P., CG Director | Charlex - New York City, New York | bryangodwin@gmail.com / (917) 520 - 3823 |
| Rob Cavaleri - FX Supervisor | Blue Sky Studios - White Plains, New York | rob@blueskystudios.com / (203) 675 - 4685 |
| Jim Rygiel - VFX Supervisor | Weta Digital - Miramar, New Zealand | jim@jimrygiel.com |

Community

Siggraph 2006 Sketch Presenter – rats ad infinitum – article #17 presented with Karl Coyner on behalf of Charlex / One Rat Short
Siggraph 2004 Course Co-Presenter – Crowd and Group Animation – Quick Summary of New Technologies and Techniques used in Shrek 2 Crowds
Siggraph 2002 Maya Master Class Instructor – Keyframes, Rigid Body Dynamics, and Particle Geometry in Lord of the Rings