MATT SULLIVAN
PREVISUALIZATION ARTIST
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OVERVIEW _____

Accomplished artist and filmmaker, with over 12 years of experience in layout, previsualization, and virtual production on Academy Award winning feature films. Demonstrated expertise in transforming storyboards and script pages into polished 3D previsualization, collaborating closely with award-winning directors and cinematographers. Proven track record of troubleshooting complex sequences. Adept in navigating the cinematic landscape and contributing to meaningful storytelling. Excels in fast-paced, collaborative environments.

EXPERIENCE _____

Nant Studios | *Previsualization Lead*   April 2024 - Present
- Developed a real-time previsualization pipeline for Nant Studios in Unreal Engine 5, using Metahuman Animator's IK control rig to create detailed sequence animatics aimed to assist directors and producers in understanding the capabilities of Nant's virtual production facility, and its variety of services including the world's largest in-camera VFX (LED) volume in the world, in addition to other proprietary capture tools.
- Created cinematic pitchviz, and techviz to sell-in a variety of TBA television shows, commercials, and feature films to demonstrate how certain shots and effects could be achieved by shooting on Nant's LED volume. This required a clear delineation of assets to help illustrate which components would be practical (on-set props or set decoration) vs. "in-content" on the LED wall.
- Animated robust previsualization sequences from scratch using a variety of custom modeled and textured assets, kit-bashed assets and mocap from UE Marketplace, Quixel Bridge, Mixamo, Turbosquid, and more.
- Compassionately led a team of asset builders to create photo-real textured models to be integrated into Nant's highly realistic previsualization pipeline.

Dreamworks Animation | *Rough Layout Artist*   May 2020 - March 2024
Credits: *The Wild Robot, Kung Fu Panda 4, Puss in Boots: The Last Wish, The Bad Guys, Boss Baby 2, Trolls 3, Ruby Gillman: Teenage Kraken*
- Collaborated closely with award winning directors and cinematographers to transform storyboards into highly polished 3D previsualization, across a variety of cinematic styles and sensibilities to create clear and cohesive storytelling moments.
- Set up complex sequences with the Director of Cinematography, tackling the most challenging shots, and remaining as the last previsualization artist on *Kung Fu Panda 4* to strategically troubleshoot problematic sequences and shots.
- Mentored junior artists and interns on industry-standard workflows.
- Modeled and texture temp props, animated GPU crowd elements, set up MASH particle networks in Maya.
- Rigged characters in Advanced Skeleton 5, which were used regularly by a team of over 20 artists.

The Third Floor | *Previsualization Shot Creator*   July 2016 - May 2020
Credits: *The Mandalorian, Avatar: The Way of Water, Avatar 3, Spiderman: Far From Home, Terminator: Dark Fate, The Joker, Thor: Ragnarok, Jumanji: The Next Level, Jungle Cruise, Doctor Strange: In The Multiverse of Madness, Rampage, The Boys*
- Interfaced regularly with world-renowned directors including James Cameron, Jon Favreau, and Bryce Dallas-Howard to choreograph a multitude of sequences for VFX and virtual production projects.
- Provided real time virtual-production animation support on set for live takes of *Avatar: The Way of Water.*
- Worked cross-functionally with pipeline technicians to conceptualize and test real time in-camera particle systems, which were used during live motion capture.

- Stitched motion capture data in sequencer, refined control rig animation, integrated blueprint FX, lit and rendered shots using Unreal Engine for *The Mandalorian.*

2Cimple Inc. | *Creative Director* (freelance work)   January 2019 - 2022
- Led a team of artists to create a compelling app experience aimed to engage users in sustainable action.
- Co-led hiring process for artists and designers.
- Conceptualized and designed UX/UI wireframes for Nano, a gamified sustainability app, while working cross-functionally with the engineering team to build and test Nano app experience for public launch.
- Strategized smart-contract utility and created 3D visuals for NFT project aimed to reward and track user sustainability activations.

Jibjab Bros. Studios | Lighting Director   March 2016 - June 2016
Credit: *Ask The Storybots*
- Built complex light rigs, from which other artists could propagate shots.
- Lit and composited CG characters onto live-action practical set plates for award-winning children's show, "Ask The Story Bots".
- Created appealing color harmonies within sequences to assist in visual storytelling with clarity and simplicity.

Moving Picture Company | *Postvisualization Artist*   January 2016 - February 2016
Credit: *Suicide Squad*
- Planned and executed lighting and integration of CG elements into a live-action plate on complex action sequences for Suicide Squad.
- Tracked camera motion and achieved a look that was clear and cohesive within the cut, while conveying major storytelling moments through staging and compositional aids.

Halon Entertainment | *Previsualization/Postvisualization Artist*   July 2015 - August 2015
Credit: *Alice Through the Looking Glass*
- Created well-paced, cinematic pre and postvisualization, with a focus on clarity and entertainment.

Walt Disney Animation Studios | *Lighting Artist*   February 2014 - October 2014
Credit: *Big Hero 6*
- Lit and composited over 20 stereo-compliant shots for Academy Award winning film, Big Hero 6.
- Collaborated closely with directors to create stunning, high-quality visuals with complex crowd elements and FX in Hyperion and Nuke, while keeping render costs low, and working towards a common vision.

Blue Sky Studios | *Lighting Technical Director*   September 2013 - January 2014
Credit: *Rio 2*
- Worked with Lighting Director to achieve a cohesive look for each shot in continuity for Rio 2, writing Studio++ expressions to create balance painted and procedural light shaders.
- Placed strong emphasis on color and light design to create appealing renders while strategically using light as a storytelling tool, directing the viewer's eye to key elements within each shot.

Walt Disney Animation Studios | *Rough Layout Artist*   October 2012 - July 2013
Credit: *Frozen*
- Utilized story reels and worked closely with directors in order to create dynamic 3D animatics with compositions aimed to convey mood and emotion for Academy Award Winning film, Frozen.
- Used lighting and depth of field to direct the eye and create atmosphere within each sequence.
- Effectively met all deadlines and collaborated with colleagues to make sure shots played smoothly together.

Sony Pictures Imageworks | *Lighting and Compositing Intern*   Summer 2011 and 2012

Credits: *Oz: The Great and Powerful, Arthur Christmas, Men in Black 3*

- Collaborated with a production team of over 20 artists to match CG elements to live-action plates, using photo-real lighting techniques in Katana and Nuke.
- Photographed environments and integrated CG elements to match light quality and camera attributes.

HONORS & AWARDS

- **2023**, Academy Award for Best Visual Effects (*Avatar: The Way of Water* Team)
- **2022**, Annie Award for Outstanding Achievement in Editorial (*Puss in Boots: The Last Wish* Team)
- **2021**, Emmy Award for Outstanding Cinematography (*The Mandalorian: Season 2* Team)
- **2020**, Featured artwork in Oculus Quill Theatre 2020 showcase sizzle reel
- **2015**, Academy Award for Best Animation Feature (*Big Hero 6* Team)
- **2014**, Academy Award for Best Animation Feature (*Frozen* Team)
- **2012**, Cine Golden Eagle Award recipient, *Reviving Redwood* (Thesis film)
- **2012**, Student Academy Award nominee shortlist, *Reviving Redwood* (Thesis film)

EDUCATION

Ringling College of Art & Design | Bachelor of Fine Arts in Computer Animation | May 2012

SOFTWARE & SKILLS

Software: Proficient in Autodesk Maya, Unreal Engine, Metahuman Animator, After FX, Advanced Skeleton 5, Arnold, Photoshop, Premiere, Oculus Quest, Quill VR, Nuke, Adobe XD, PC, Mac, Linux. Moderate experience in Zbrush, Blender, Katana, Hyperion, Substance Painter.

Skills: Cinematography, 3D layout & previsualization, real-time animation in UE5, photography, editing, asset modeling, shader and look development, design, team management, UX/UI Wire-framing.

ACTIVITIES & INTERESTS

Photography, scuba diving, live music, VR world-building, web 3.0, installation art, desert roads, dogs.

Portfolio and references available upon request.