

# Caleb Carr

COMPOSITOR

## Details

Wellington, Wellington Region  
New Zealand  
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## Links

Portfolio

## Skills

Nuke  
Silhouette  
Shake  
Mocha  
Python  
Linux  
Final Cut Pro  
Shotgun

## Profile

I am a Kiwi compositor based in Wellington, New Zealand. I have a real passion for visualeects and working with fun people on cool stu. Over the last decade I have worked in bothNew Zealand and Canada compositing at high end companies. I'm always up for newopportunities and adventures. I pride myself on my ability to get along well with everyone lwork with and my high output of quality shots.

## Education

**Certificate in film production, New Zealand Film School**

2007

## Employment History

**Compositor, Weta FX**

2021 – 2025

I returned to Weta in 2021 and worked on many high profile shows. I got a lot of experience with their deep compositing pipeline and very much enjoyed my time there.

**Compositor, Image Engine Design**

2017 – 2020

I enjoyed my three years at Image Engine and worked on many projects bringing comps to final. The work included a deep compositing workflow, fully CG projects, pure 2D comp and everything in between.

**Compositor, Hydraulx**

2016 – 2017

I joined Hydraulx as a junior compositor. I was there for eight months before leaving for Image Engine.

**Senior Paint Artist, Digital Domain 3.0**

2016

On arriving in Vancouver I took an eight month contract at DD to help with their first stereo project, X-Men Apocalypse. Then I did extensive paint work for Beauty and the Beast.

**Senior Roto/Paint, Weta Digital**

2010 – 2015

I loved my introduction to the industry at Weta with the prep team. Two and a half years were spent in the roto department before moving onto paint work. I ran the training sessions for new intakes of roto artists.

## References

**Keith Herft – Compositing Supervisor, Weta Digital**

**Ben McEwan - Head of compositing, Image Engine**

**Simeon Duncombe - Animation Supervisor, Weta fx**

