Caleb Carr

COMPOSITOR

Details

Wellington, New Zealand 211032889 mrcalebcarr@gmail.com

Links

https://calebwithac.github.io/portfolio/

Skills

Nuke

Silhouette

Shake

Mocha

Python

Linux

Shotgun

Profile

I am a Kiwi compositor based in Wellington, New Zealand. I have a real passion for visual effects and working with fun people on cool stuff. Over the last decade I have worked in both New Zealand and Canada, compositing at high end companies. I'm always up for new opportunities and adventures. I pride myself on my ability to get along well with everyone I work 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

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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

