

Andrew Gillie

Visual effects Composer

Contact Education

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Expected graduation date:
2017

B.S. Motion Picture Science at Rochester Institute of Technology
Liberal arts Immersion in Public relations and Marketing

Experience

Hobbies Rochester, NY
2013 - 2015

Live sound mixing
Comics
Frisbee Golf
Movies

Rochester, NY
2011 - 2012

Interactive Video Vignettes – RIT Physics department
Camera operator, and sound technician on set for instructional physics videos. Postproduction required synching and editing multi video streams, minor visual effects, and sound mixing. Some storyboarding and planning performed.

Post Central

Shadowed and learned from the visual effects and CG artists. Helped move film equipment.

Skills Projects



Nuke ●●

Spring 2015



After Effects ●●



Maya ●●



Photoshop ●●●●



Premiere ●●●● Fall 2015-Spring 2016



Pro Tools ●●●●



Illustrator ●●



Indesign ●●



Encore ●●



Memento ●● Spring 2014-Spring 2016



Python ●●



Matlab ●

Activities



Excel ●●●● Fall 2007-Spring 2016



Audition ●●

Spring 2015-Spring 2016

MPS Shootout

Technical analysis between the Arri D-21 and the Arriflex BL-III using Vision 3 500T Film to explore critical image quality. Produced and planned the shootout. Compared the tracking ability of blue and green screens between each camera system. On set visual effects supervisor to ensure that the green screen scenes were properly recorded and lit. Used Nuke in the ACES workflow.

Thesis

Comprehensive comparison of integrating 3D and live action elements. Using Nuke and Maya to compare several different methods for creating a visual effect shot in a motion picture. Chrome ball used on set to capture lighting information. 3D environment created and composited into real footage. Photo spheres created. 3D model created in Maya, and from photos into 3D mesh. ACES workflow used to preserve color information for a better composite. Find the limitations of how far each method can be pushed before the shot starts to look unreal.

Composer

Athens (live action), Posthaste (stop motion), Innova Disc Golf (commercial), Give me some Space (documentary) Robotics (promotional) Intervarsity (promotional)

F.I.R.S.T. Robotics - mentor and student since 2007

Three year captain. Media and Marketing mentor. Film and photograph the regional event for fundraising purposes. Finger Lakes Regional winner 2013- team 1405 Finney Falcons.

SMPTTE -Virtual Reality Camera Design

Created a workflow for recording sound for the VR camera rig. Sound recorder and editor and camera stitching.

Relevant Courses

- Digital effects and Compositing
- Object and Character creation
- 30 Second Commercial
- Basic sound
- Advanced sound
- Sound mixing and design
- Image capture and production technology
- Digital postproduction technology
- Film Projection and Digital Cinema
- Vision and Psychophysics
- Color Science
- Radiometry

Camera Familiarity

- Sony FS100
- Sony FS700
- Arri D21
- Nikon DSLRs
- Canon DSLRs