

## Julian Johnson CV 2010

### Work History

#### **Molinare**

**Jan 2009 – Present**

##### **Senior Technical Artist**

Responsible for Visual FX, lighting, texturing, shading, modeling, scripting and programming for feature films: London Dreams, St Trinians 2, IronClad, Kings Speech. Preparation of bid material: wing/feather rigging systems (Legion), and prevvisualisations for shoots (Good War).

- 3D missile VFX and simulations (ICE/Syflex)
- Crowd Simulations (ICE)
- Rope/Tether Rigging (ICE)
- Tool and script development for artists (ICE/Scripted Operators)
- Lighting/Shading/Texturing
- Mocap Retargeting
- Nuke Scripting (Camera Data Transfer)
- Tracking (Boujou)

#### **Men From Mars**

**Oct 2006 – Jan 2009**

##### **Senior 3D Artist**

Responsible for visual fx, modeling, lighting, texturing, shading and scripting for feature films: Mutant Chronicles, Solomon Kane, Endgame, Easy Virtue, and St Trinians.

- 3D VFX and simulations (Steam/Smoke)
- Crowd Simulations (ICE)
- Tool and script development for artists
- Rigid Body Dynamics
- Lighting/Shading/Texturing
- Hard Surface Modeling
- ParticleFX/Cloth/Simulations
- Compositing

#### **Digi-Guys**

**Oct 2003 – Oct 2006**

##### **Senior Hard Surface Environment Modeler/Texture Artist/VFX Artist**

Responsible for a) modeling, texturing and lighting high resolution environments which formed the basis for game FMVs and for baking low polygon assets and b) visual FX and compositing for High Definition trailers.

- 3D Environment Modeling
- Lighting
- VFX (Missiles, lasers, smoke trails)
- ParticleFX/Cloth/Simulations
- Compositing

#### **Absolute Digital Pictures**

**Oct 2002 - Oct 2003**

##### **Lead VFX Artist**

Lead Visual FX artist working on the 26 episodes of Blobheads which aired on Nickelodeon in 2003. Responsibilities included:

- Particle and Fluid dynamics
- Soft Body dynamics
- Volumetric Lighting
- Morphing and Baking
- Rotoscoping, Keying and Cloning
- 3D Lighting and Texturing
- 3D Modeling

#### **Freelance 3D and Web Designer**

**June 2002 - Oct 2002**

Several freelance web design and 3D projects.

- 3D modeling
- 3D illustrations
- Graphic design
- Web design and coding
- Multimedia presentations in Director/Flash

*Head of Interface Design Exchange FS 1997 – 2002*

*Marketing Manager Exchange FS 1992 – 1997*

*Marketing Manager BTIS 1986 – 1992*

*Information Editor Prestel 1984 - 1986*

## *Software Skills*

### **3D**

Autodesk Softimage  
Lightwave  
Modo  
ZBrush

### **Scripting/Programming**

Python  
Perl  
C++

### **Compositing**

Digital Fusion  
Nuke  
AE  
Combustion

### **Tracking**

Boujou

### **2D**

Photoshop  
Illustrator  
Director/Flash  
Xpress/Pagemaker  
Dreamweaver

## *Education*

9 'O' Levels  
(Loughborough Grammar School 1978)

4 'A' Levels  
Loughborough Grammar School 1980

BA (2.1) in Modern History  
Oxford University 1983

## *Personal*

Date of Birth: 3/4/62  
Married/2 Children

## *Contact*

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[julian@exch.demon.co.uk](mailto:julian@exch.demon.co.uk)

## *References*

Amaan Akram  
Head of 3D Molinare/Men From Mars (2006-2009)  
[amaan@amaanakram.com](mailto:amaan@amaanakram.com)

Phil Attfield  
Creative Director/Owner Men From Mars (1998-2009)  
[phil@men-from-mars.com](mailto:phil@men-from-mars.com)

## *WebLinks*

ICE Videos on Vimeo  
<http://vimeo.com/user626768/videos>

ICE Blog  
<http://julianjohnsonsblog.blogspot.com/>

XSI Scripts  
[http://www.exch.demon.co.uk/jj\\_xsiscripts.htm](http://www.exch.demon.co.uk/jj_xsiscripts.htm)

modo Scripts  
[http://www.exch.demon.co.uk/jj\\_modoscripts.htm](http://www.exch.demon.co.uk/jj_modoscripts.htm)