

Milo Verbowski

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Canadian & New Zealand Citizenship – Valid UK Work Visa

Work History:

WETA DIGITAL 2007-2012

Project: MAN OF STEEL

Role: **Lead Layout TD** (2011-2012)

Responsibilities:

- Point of contact for Layout department.
- Presented the layout departments output at daily meetings with VFX supervisors and others HOD/Leads
- Responsible for 6 Layout artists creative output, ensuring it met technical, artistic and scheduling requirements.
- Examine and process external VFX house's work into Weta pipeline.
- Developed shots by resolving composition, design, camera, continuity and technical issues.

Project: THE HOBBIT: THERE AND BACK AGAIN

Role: **Lead Layout TD/Previs Artist** (2009-2012)

Responsibilities:

- Previs/Layout Pipeline testing & development

Project: THE ADVENTURES OF TINTIN: SECRET OF THE UNICORN

Role: **Lead Layout TD** (2011)

Role: **Lead in Digital Art Department** (2009-2011)

Responsibilities:

- Worked alongside Art Director, Set Designers and Prop Buyers to create and design the world of 1950's Belgium.
- Helped created pipeline for department output to work within digital pipeline specifications.
- Researched, produced 3d design models and created turnover documentation for Model/Texture/Layout department to create assets
- Represented the Art Department, including daily meetings for shots, pre-production, asset turnovers and production planning.
- Analyzed and broke down the previs template into an asset schedule to aid production in determine costs/priority of builds.
- Coordinated with VFX producer to analyze asset breakdowns and ensured asset limits were maintained throughout production.
- Prepared and supervised set and asset packages, including camera flythrough for use in Ubisoft's Video Game adaptation(s), behind the scenes footage and toy vendors.

Role: **Lead Previs Artist (Models)** (2007-2009)

Responsibilities:

- Led teams of up to 15 Previs Modelers in the creation of Sets and Props for use in the Virtual Stage Environment of Motion Capture.
- Met with client to discuss and present set designs.
- Broke down script with Animation/Previs supervisor to determine set and prop requirements.
- Conducted design research for environments, set dressing and costume to help cohesively construct an accurate representation of the period.
- Modeled, textured and lit assets for use in the virtual stage.
- Supervised the previs model's department output, maintaining technical and aesthetics.
- Developed previs workflows to aid integrate into the Weta Digital pipeline.
- Worked onset during primary motion capture shoot in Los Angeles and second unit shoots in New Zealand. Acted as liaison between Weta Digital and the art department/set construction.

Project: DISTRICT 9

Role: **Previs Models/Generalist** (2008)

Responsibilities:

- Met with client to discuss storyboards and previs requirements.
- Created textured previs models for use in previs animation
- Performed tracking on shot plates for previs animation

Project: THE LOVELY BONES

Role: **Hero Modeler** (2008)

Responsibilities:

- Constructed hero quality models for use in the final film.
- Ensured model edge flow, polycount and UV layout conformed to Weta standards

FLUX ANIMATION STUDIOS 2007

Project: MASTER RAINDROP (TV Series)

Role: **Modeler**, (2007)

Responsibilities:

- Constructed hero character models & UV's

BLADE OF GRASS PRODUCTIONS 2006-2007

Project: THE LAST GREAT SNAIL CHASE

Role: **Generalist**, (2006-2007)

Responsibilities:

- Constructed hero vehicle models, Shading in Mental Ray, Pipeline R&D

Education

Massey University, New Zealand (2002-2006)

Bachelor of Design , BDES (Hons)

Software Proficiency

Autodesk Maya, Motionbuilder, Mudbox, Pixologic Zbrush, Headus UV Layout

Adobe Photoshop & Adobe Production Suite

Foundry Nuke, Shake

Science Visions 3d Equalizer, Vicon Boujou

Windows/Linux/Mac environments

Additional Credits

THE ADVENTURES OF TINTIN: THE GAME (Ubisoft)

WETA Digital Entertainment: Special Thanks

Publication & Interviews

The Adventures of Tintin: The Art of "The Adventures of Tintin" (Weta/HarperCollins Publishing)

<http://www.wetanz.com/the-art-of-the-adventures-of-tintin/>

The New York Times: "'Tintin' Film Casts Cars Among Star Performers"

<http://www.nytimes.com/2011/11/27/automobiles/tintin-film-casts-cars-among-star-performers.html?pagewanted=all>

Cinefex April 2012 - Issue 129 (page 95)

<http://www.cinefex.com/backissues/issue129.html>

IMDB - <http://www.imdb.com/name/nm3318816/>

LinkedIn - <http://www.linkedin.com/pub/milo-verbowski/22/210/936>