

DARRELL CLAUNCH

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Visual Effects Artist

- *The Life of Pi*
- *The Muppets*
- *The Conjuring*
- *Captain America Winter Soldier*
- *Bones (tv)*
- *The Perks Of Being a Wallflower*
- *The Teenage Mutant Ninja Turtles (2014)*
- *Guardians of the Galaxy*
- *Underworld: Awakening*
- *Godzilla (2014)*
- *Thor: The Dark World*
- *Need For Speed*
- *Jurassic World*
- *Pacific Rim*
- *Iron Man 3*
- *Star Trek Into Darkness*
- *The Wolverine*
- *R.I.P.D.*
- *San Andreas*
- *X-Men: Days of Future Past*
- *Sleepy Hollow (tv)*
- *Mad Max—Fury Road*
- *Nashville (tv)*
- *Avengers 2: Age of Ultron*

Work Experience

- Wolverine VFX **Compositor** 2015
 - Monitor replacement and beauty fixes for the television show, Nashville.
- Stereo D **Finaling Artist/Stereoscopic Compositor** 2012-2015
 - Cleanplate creation, tracking, artifact removal on a quota of up to 300 approved frames a day.
 - Final stage of conversion from 2D to 3D using Nuke, Mocha, Photoshop and AfterEffects.
- Comen VFX **Compositor** 2013
 - Cleanplate creation, rig removal and face replacement using Nuke and Photoshop.
- Pixel Magic **Compositor** 2012
 - Compositor of visual effects using AfterEffects, focusing on sky replacements and cleanplating.
- Look! Effects **Compositor** 2011 - 2012
 - Integration of CG elements, matte paintings, color correction, rotoscoping, green/blue screen keying, and cleanplate creation using Nuke, Photoshop and AfterEffects for film and television.
- Black Lantern Studios **Lead/Senior Artist** 2007 - 2010
 - Managed over 16 projects, up to 3 concurrently with different styles and deadlines.
 - Lead teams of over 20 artists while coordinating with client, tech and dev departments.
- KSPR Springfield 33 **Creative Director/Marketing Manager** 2004 - 2006
 - Responsible for all commercial/promotional production seen on air and marketing strategies.

Technical Skills

- **Platforms/General Productivity:** Windows, Mac OS, all versions. Linux, Microsoft Office, Project, etc.
- **Editing/Audio:** Final Cut Pro, Adobe Premiere, Avid, Soundbooth
- **Animation/Graphics:** Nuke, AfterEffects, Photoshop, Illustrator, Mocha, SynthEyes, Dreamweaver, Lightwave, Maya, 3DS Max, Debabalizer, Pro Motion, Nitro, Flash, Sketchbook Pro.
- Character references may be found at <http://www.linkedin.com/in/dclaunch>

Links

- Visual Effects Reel --- <https://vimeo.com/77668146>