

JOHN ROUSE

VISUAL EFFECTS ARTIST

6 ½ Oella Ave 3rd Floor,
Ellicott City MD 21043

REEL: www.johnrouse.net/reel/
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Objective:

To work with talented, creative professionals in the VFX and film industry. A technical effects pipeline producing amazing visuals with particles, compositing, and live action film effects.

Qualifications:

I work with 3dsMax, Thinking Particles, and many VFX plugins efficiently so that I can develop artistic, composed effects and systems for an organized and polished final product.

Experience:

Lead Artist: Eyemaginations February 2007 - Present
Project Lead, Director, Visual Effects

- 3ds Max VFX Pipeline TD. Natural Phenomenon, Particle & Dynamic Systems, Compositing, Anatomical Systems
- I take a client from storyboards through completion on projects with a weight on Visual Effects.

Animation Faculty: Stevenson University July 2006 – May 2009
● Designed curriculum and instructed an upper level class on Autodesk Maya.

Pipeline Development: National Institute of Health May – July 2008
● Developed and worked within an animation pipeline for client based biomedical viz work using 3dsMax and Maya.
● Developed methods to use Voxel based electron tomography models as optimized assets.

Lead Animator: Lost Towns Project 2005 - 2006
● Maya Fire Fluids & Dynamic systems + modeling/texturing for archaeological recreation work.

Artist: Imaging Research Center, UMBC 2004 - 2005
● Realtime asset creation and hard surface modeling.

Education: May 2006
University of Maryland Baltimore County, Baltimore, Maryland
B.A., Visual Arts in Animation, May 2006 GPA: 3.48/4.0

Tools Used Professionally: Maya, 3dsMax, Particle Flow, Thinking Particles, Fusion, Nuke, Photoshop,, After Effects, RayFire, Krakatoa, Afterburn, FumeFX, Mental Ray, Brazil, Renderpass Manager

- Current Autodesk 3dsMax 2011+ Alpha/Beta Tester
- Member/Attendee of SIGGRAPH 2004 – Present
- 12 Year Musician
- 5 Year Beer Homebrewer

References available on request. Ready to relocate.

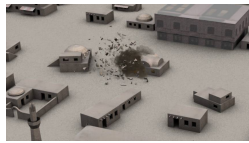
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Reel Breakdown 1/6/2010



1.) Hellfire
Explosion, Smoke, Fracture Geometry/Damage
Client provided scene.
3dsMax, Thinking Particles, FumeFX, RayFire, PhysX, Nuke



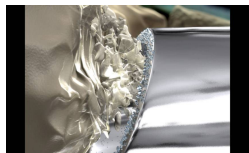
2.) IED
Explosion, Smoke, Shading, Ground Texture, Compositing
3dsMax, Thinking Particles, FumeFX, Mental Ray, Fusion



3.) Chicago
Explosion, Smoke, Fracture Geometry, Compositing
3dsMax, Particle Flow, Rayfire, PhysX, Afterburn, Nuke



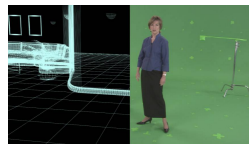
4.) Château de Chambord
Explosion, Smoke, Fracture Geometry, Compositing
3dsMax, Thinking Particles, FumeFX, Afterburn, Fume



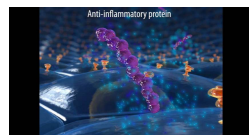
5.) Stellaris
Particles, Bubbles, Geometry
3dsMax, Thinking Particles, Modeled bits



6.) Shiny Penny
Modeling, Displacement Map
3dsMax, Photoshop, BrazilRS



7.) Regeneron
On set VFX Direction, Matchmoving, Compositing
Boujou, After Effects



8.) Lotemax
Directed, Particles, Geometry
3dsMax, Particle Flow, Mental Ray, After Effects