

John Tissavary

Colorist

Office:

8579 Higuera St
Culver City, CA 90232
tel: 310.845.9500

Home:

845 S Spring St Ste B5
Los Angeles, CA 90013
mobile: 323.823.1399

e-mail: john@lunacie.com
<http://www.lunacie.com>

Since 2003, I have provided online color and conform services for film, music video, and commercial clients. My recent area of specialty has been in digital cinema acquisition and post production consulting & colorist services, with a particular focus on the Red One camera. Many of the projects I have completed since September of 2007 were originated on the Red One.

My primary system experience is on Assimilate Scratch, but I have training & experience in Baselight and Nucoda Filmmaster as well.

Prior to my career focus as colorist, I provided visual effects compositing & 3d services for films including The Matrix, Bless The Child, Scorpion King, Sky Captain & The World of Tomorrow, Stealth, and many other projects.

My experience in grading visual effects plates and sequences has benefited me greatly as a colorist of primarily file-based projects (35mm scans & digital cinema acquisition).

Please feel free to contact me anytime at:

Mobile: 323.823.1399

Fax: 323.372.3931

Email: john@lunacie.com

COLORIST:

2009-10 "Works In Progress" Colorist -- Feature Film

2009 "Banzai" Colorist -- Broadcast commercial

2009 "Dommin" Colorist -- Music video for Roadrunner Records artist Dommin

2009 "Dirty Hands" Consulting Colorist -- Feature Documentary featuring Sean Penn

2009-10 "Brian McKnight Show" Colorist -- Weekly 1hr variety show syndicated to 220 markets

2009 "Level 26" Colorist -- online feature for Anthony Zuicker's (creator of CSI properties) latest novel

2009 "Browns Stadium Graphics" Colorist, Online Editor -- Stadium opening graphics sequence for Cleveland Browns

2009 "14 Days" Colorist - Feature, Film. System: Scratch. Services: conform, grade, management of 2k filmout.

2009 "Sutures" Colorist - Feature, Film, Broadcast. System: Scratch. Services: conform, grade, re-frame, visual effects, 2k & broadcast file-based deliverables, DVD screeners.

2009 "Walmart/Nickelodeon Spongebob" - Colorist - Broadcast spot. System: Scratch

2009 "Theory of A Dead Man" - Colorist - Music Video. System: Scratch

2009 "New Pollution" Colorist - 12 episode season for Fuel TV. System: Scratch

2009 "Axemen - Baseball Opening Day Spot" Colorist - History Channel - Broadcast promo. System: Scratch

2009 "Axemen - Superbowl Spot" Colorist - History Channel - Broadcast promo. System: Scratch

2009 "Explorer Africa" Colorist - History Channel series - graded behind scenes Red footage

2008 "Sex Pistols In Russia" Colorist - Broadcast music video. System: Scratch

2008 "MLS: Galaxy Promo" Colorist - Broadcast spot. System: Scratch. Services: conform, grade, visual effects, file-based deliverables.

2008 "University of San Diego" Colorist - Broadcast spot. System: Scratch. Services: conform, grade, file-based deliverables.

2008 "San Diego State University" Colorist - Industrial, Broadcast. System: Scratch. Services: conform, grade, file-based deliverables.

2008 "Ghost Girls Paranormal" Colorist - Broadcast. System: Scratch. Services: conform, grade, file-based deliverables.

2008 "Q" Colorist - Short feature. System: Scratch. Services: conform, grade, file-based deliverables.

2008 "The Horseman" Colorist - Short feature. System: Scratch. Services: conform, grade, file-based deliverables.

2008 "Big Bear Choppers: American Dream" Colorist - Broadcast spot. System: Scratch. Services: conform, grade, HD tape deliverable, 4k electronic deliverable.

2007 "Tabu: Girls Watchin" Colorist - Broadcast music video. System: Scratch. Services: conform, grade, file & tape deliverables.

2007 "Tabu: Candypaint" Colorist - Broadcast music video. System: Scratch. Services: conform, grade, file & tape deliverables.

2006 "Reality Show" Colorist - Feature. System: Combustion. Services: conform, grade, file-based deliverables, DVD screeners.

2005 "Walk Backwards" Colorist - Feature. System: Combustion. Services: conform, grade, file-based deliverables, DVD screeners.

1997 "Charlie Hunter Quartet: Lively Up" Colorist - Broadcast music video. System: Avid, Combustion. Services: conform, grade, tape based deliverables.

PRODUCER / DIRECTOR

2010 "Dirty Hands" Associate Producer / consultant colorist. Feature documentary produced by Oscar Gubernati & Sean Penn about Mr. Penn's recruitment for volunteers at Coachella Music Festival, and subsequent volunteer efforts in post-Katrina New Orleans.

2007 TRAKTION* "Big Bear Choppers - American Dream": Executive Producer, Senior Colorist. Produced live action and post production, and provided conform and color correction on Assimilate Scratch. The live action footage was shot with the newly released Red One camera.

2007 TRAKTION* "Tabu - Girls Watchin": Co-Producer, Co-Director (with Laurie Baranyay), Editor, Colorist. This hip-hop music video will be featured on BET and MTV later this year.

2007 TRAKTION* "Tabu - Candypaint": Co-Producer, Senior Colorist. Provided all color correction and visual effects for this hip hop music video.

1997 Charlie Hunter Quartet "Lively Up Yourself" dir. John Tissavary. Producer, director, animation director. Produced and directed filming of live music performance for film video, researched and selected archival footage, created 2 minutes of raytraced animation.

1997 Primus - "Shake Hands With Beef". Visual effects producer, supervisor artist: Co-designed visual effects involving blue screen 35mm cinematography, 3d digital animation, and composites in Discreet Logic Flame. Supervised, produced, and executed 3d digital animation using blue screen elements, prepared elements for compositing in Flame. Supervised Flame composites of live film plates that included 3d rendered animation.

1995-96 Luna Cie, Inc. "N-Train" dir. John Tissavary and Brian LaFrance. Producer, Director, Writer, animation supervisor. Created a 3-minute film as part of a television series development for MTV Animation.

VFX

2009 Hi-Ground "Medium" compositing for an episode of Medium on CBS.

2005-6 KWCC "Slither" 3d lighting, looks development, rendering. 2d keying, roto, edge sweetening, and compositing of 3d rendered elements with filmed plate foreground and background elements.

2005 KWCC "Fantastic 4" precision roto for several shots of "Ben Grimm" on the Brooklyn Bridge sequence for 3d integration.

2005 Meteor Studios "Fantastic 4" pulled keys, roto'd, repositioned, and animated fire engine trailer (including three actors) for shot filmed w/o benefit of keying background, integrated 3d elements into filmed scenes.

2005 Digital Domain "Stealth" compositor for extremely complex shots on Rob Cohen's latest jet fighter extravaganza. 3d elements galore, 2k and vista plates, greenscreen matte pulls, edge sweetening, color grading, and all the tasks necessary to finish scenes to the bleeding edge of vfx expectation.

2004 KWCC "Exorcist: The Beginning" CG Supervisor, compositing & lighting artist. Compositing greenscreen live elements with cg backgrounds and lighting & compositing realistic 3d character replacement for finale sequence on Renny Harlin's latest project.

2004 Reality Show colorist, titles artist, compositor, visual effects. Color graded, grain managed, created titles and visual effects sequences for an indie documentary directed by Colin Trevorrow.

2004 Ring Of Fire / Engine Room "Sky Captain and the World of Tomorrow" Senior Compositor. Composited extremely complex 3d shots, developed and executed highly complex composites to correct & integrate bluescreen elements of Jude Law & Gwyneth Paltrow with multiple layers of 3d animated & rendered environments, props, and characters; reverse-engineered the unique diffusion/glow process created in After Effects to accomplish the unique look of this film using Shake.

2004 NBC/Big Machine "Super Nanny Promo" Compositor. Tasks included final composite, tight roto of main character shot on non-keyable background, sky replacement, color correction, text and graphic design compositing.

2004 Zoic Studios "CSI: Miami" Compositor. Compositing, roto, 2d tracking & stabilization, color correction, element creation, 3d particle fx. Combustion, Maya, Primatte.

2004 Rhythm & Hues "Skippy Snack Bars" Color & Lighting, look development for all CG commercial spot. Maya, Rhythm & Hues proprietary software.

2003 Pixelfilms "Walk Backwards" dir. Laurie Maria Baranyay. Colorist. Color graded feature film for international theatrical and video release.

2002 Luna Cie, Inc. "Fizz" dir. John Tissavary. Director, Producer, co-Writer, Visual Effects Supervisor, Editor. Created a short film originated on Panasonic's 27v HD cinema camera using a unique, in-house, all-digital pipeline for offline, vfx, and color correction.

2001-2002 Centropolis FX, Warner Bros "The Scorpion King" for dir. Chuck Russell. Senior Technical Director. Developed and executed a number of shots utilizing custom, artificial intelligence-based flocking software to simulate millions of ants streaming from burning anthills. Developed and executed particle effects for smoke for interior burning anthills. Developed and executed several shots utilizing artificial intelligence-based flocking software to simulate legions of enemy troops descending a hillside. Used advanced 2d and 3d techniques to 'crowd multiply' a small group of men on horseback tenfold.

2001 Cinesite, Warner Bros "Ocean's 11" for. dir. Steven Soderbergh. Senior design, animation, f/x animation, particles and dynamics, color & lighting for two large shots entailing the implosion of the New York, New York Hotel & Casino in Las Vegas.

2001 Radium "Coors Light Frost" Color & Lighting, look development for digital f/x elements composited with live plates. Maya.

2000 Manex Visual Effects, Paramount "Bless The Child" dir. Chuck Russell Technical Director, R&D, Character Rigging, Color & Lighting, Character Animation. Spearheaded the adoption, R&D, and transition to Subdivision Surfaces for all characters in the production, including R&D for in-house tools to accomplish the daunting task of seamlessly texturing and shading closed subdivision surface models. Lead a series of shots, including character animation, color & lighting, looks development, & compositing. The technology created by Manex to accomplish this was presented as a technology panel and white paper at Siggraph 2000, entitled Seamless Texture Mapping of Subdivision Surfaces Through Pelting and Texture Blending, presented by George Borshukov and Dan Piponi.

2000 ZDTV "You Made It". Digital Supervisor for Luna Cie, Inc. Designed, animated, and rendered a 15 second opening animation for a cable television show on ZDTV (now TechTV).

2000 Click3x LA "R Kelley Music Video". F/X animation and rendering supervisor. Designed and set up complex Maya/Renderman scenes to create and animate a character's face made of clouds in the sky.

1999 Manex Visual Effects, Warner Bros. "The Matrix" dir. Larry and Andy Wachowski. Technical Supervisor, designed and ran a series of shots featuring a complex hologram simulation. TD'd color and lighting and effects animation, including particles and practical lighting for several prominent shots featuring the "Nebuchadnezzar", Laurence Fishburne's underground ship, affectionately known by the visual effects team as "The Sewer Craft".

1999-2000 "Blues Express". Visual Effects co-supervisor. Co-designed, produced, and created 3D animation elements for the 60 second opening sequence of a television documentary featuring Rhythm & Blues legends.

1999 Sony Pictures Imageworks "Northwestern Memorial Hospital" FX animator/TD. Created complex dynamic simulations and particle effects for commercial, Scott Gordon CG supervisor.

1998 Saban Entertainment "Richie Rich: A Christmas Wish" composited F/X shots including one with over 180 elements in the composite.

1998 Threshold Entertainment, "Beowulf" Supervisor of F/X animation. Created particle and dynamics based f/x of grand finale collapse of castle.

1998 Dreamworks SKG "Small Soldiers" Modeling for film and trailer.

1998 Golden Web Presents "Avatar Twins" Modeling and character animation for children's television show pilot.

1997 N-Train Development as television & film property, appearances at ResFest International Film Festival in Los Angeles, San Francisco, NYC. Film also showed as part of ResFest guest appearance at Sundance Film Festival, 1998

1996 Charles Schwab. Visual Effects producer/supervisor, modeling, animation. Created 30 seconds of digital animation for this international spot.

1996 Click 3west, Goodyear. Visual Effects co-supervisor, particle animation, modeling, rendering. Created several seconds of high-end particle effects for a national ad campaign by this leading supplier of automotive tires.

1996 Seer Systems "Seer Systems". Producer, Director, Visual Effects animation, modeling, rendering. Created animation for a music synthesizer product pioneered by Seer Systems.

1996 West Virginia Lottery Commission "Lottery Amok". Visual Effects supervisor/producer, animation, modeling, rendering. Created 20 seconds of digital animation integrated and composited with live action 35mm plates.

1995 "The Three Wishes" Produced several minutes of complex particle animation for this feature film starring Patrick Swayze and Mary Elizabeth Mastrantonio.

1995 VMI, Inc. Digital Visual Effects Supervisor. Cleaned up several minutes of 'bad' live action creature elements using 3d animation modeling, animation, rendering and compositing techniques for a film for the Korean children's market.

1995 Brooks & Dunn music video. Visual Effects Producer/supervisor. Modeling, animation, rendering, compositing. Created lighting and morph effects for a music video for the most popular country & western music act in America.

1995 The Roomstore. Producer, Director, Visual Effects. Created four 30 second animated television spots for one of the largest furniture outlets in the southwestern US.

1993 Invisible Records. Modeling, animation, rendering. Created 30-second logo animation for this Chicago based record company. Also used for CD/Album cover and poster art.

multimedia:

2008 Big Bear Choppers DVD Producer, colorist, visual effects, animation. Produced, graded, and authored footage from the 2008 commercial (see Broadcast section), plus interviews, motorcycle animated stills, and other bonus material for a marketing & promotional DVD and online package for client.

2001 Ronin Entertainment "Bruce Lee" Created, animated, and rendered both in-game and pre-rendered sequences and levels for a very cutting edge game to be released as part of the X-Box rollout. Maya, Shake.

1997 Microsoft "Web Agent". Animated 36 sequences of a stylized, cartoon dog.

1997 Metropolis Digital, Inc., Anchor Games "Dollykadamon" Modeled complex character, created complex particle visual effects explosion for Metropolis Digital Inc., San Jose, CA for game published by Anchor, Taiwan.

1996 Wild Brain, Postlogic "Flying Saucer". Animation, modeling, rendering. Created 4 minutes of complex cut-scenes for a revolutionary game by Any River Entertainment. I created background 3D digital environments that were tightly integrated with 2d cel animation characters done by Wild Brain, SF.

specialty film:

2000 Hgun Labs, Pederson Media. Industrial video. Digital Supervisor for Luna Cie, Inc. Modeled, animated, and rendered a complex 50 second animation simulating natural phenomena like water, clouds, and sky.

1996 SAP Industrial video. Visual Effects producer/supervisor, modeling, animation. Led a production team to complete 3 minutes of high-end animation for a big budget corporate video production for the largest European database software developer.

1996 Showscan Entertainment Simulator Film: Developed, pre-production only, a high end 70mm motion simulator "Ride Film."

1994 San Bruno Environmental Impact Report. Modeling, animation, rendering. Created an accurate landscape rendering and animation of San Bruno Mountain in California for their environmental impact report using CAD and 3d animation software.

References:

Arnold Ramm: Colorist (310) 845-9500

Gregg Katano: Owner Hi-Ground Media (310) 845-9500

Bryan Grill, Digital Supervisor, Digital Domain (310) 314-2805

Joel Hynek, VFX Supervisor, Digital Domain (310) 314-2805

Mike McNeill Digital Supervisor, Dreamworks SKG (213) 308-7470

John Gaeta VFX Supervisor ESC/Aeon

Paul Taglianetti VFX Producer (310) 642-9399

Further references available upon request.

For more information please call me at: (323)823-1399