

John Tissavary

visual effects artist: lighter | compositor | colorist

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I have provided post production visual effects and animation services to many of the worlds leading entertainment providers, artists, and producers since 1993.

My list of clients includes World of Tomorrow, Warner Brothers, Paramount, Universal, Morgan Creek, Sony Pictures, and many other top media corporations.

I have had the pleasure and honor to work with great supervisorial talent like Jeff Kleiser, Greg Anderson, John Gaeta, Rodney Iwashina, Tom Smith, and a long list of gifted and experienced colleagues.

My experience extends to a broad range of post production disciplines, including:

Lighter
Compositor
VFX/CG/Digital Supervisor
Colorist
FX animator

Please feel free to contact me anytime at:

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feature film:

- 2008-9** **"14 Days"** Colorist - Feature, Film. System: Scratch. Services: conform, grade, management of 2k filmout.
- 2008** **"Sutures"** Colorist - Feature, Film, Broadcast. System: Scratch. Services: conform, grade, re-frame, visual effects, 2k & broadcast file-based deliverables, DVD screeners.
- 2008** **"Sex Pistols In Russia"** Colorist. Using Scratch to conform & grade live performance & behind the scenes footage of the Sex Pistols on the Russian leg of their 2008 summer tour.
- 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.

- 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.
- 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.
- 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".
- 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.
- 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.
- 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.

BROADCAST:

- 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.
- 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.
- 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.
- 2001 **Radium "Coors Light Frost"** Color & Lighting, look development for digital f/x elements composited with live plates. Maya.
- 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.
- 1999-2000 **"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 **Golden Web Presents "Avatar Twins"** Modeling and character animation for children's television show pilot.
- 1997 **Charlie Hunter Quartet "Lively Up Yourself"** dir. **John Tisavary**. 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.
- 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.
- 1995-96 **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.
- 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 "Dollykadomon"** 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:

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**