

JACOB R. HARRIS, ROTO/PAINT ARTIST

LOS ANGELES, CALIFORNIA • 310.994.3785 • JACOB@JACOBHARRIS.ORG • WWW.JACOBHARRIS.ORG

QUALIFICATIONS Proficient with Nuke, Maya, Shake and Motor. Basic knowledge of Python scripting for Nuke tools and customization.

EXPERIENCE Digital Domain • Roto/Paint Artist • January 2010 - Present

Real Steel

- Trained roto/paint department to derive 2D tracking data from 3D matchmoves using cameras and geometry inside of Nuke. Wrote and distributed a Python tool to automate the process.
- Created clean plates by removing stand-in mocap actors and rigs. Extensive use of Nuke's 3D system, including camera projections and set extensions.

Tron: Legacy

- Quality checked and provided feedback for outsourced roto and paint work.
- Delivered articulate collar roto for full CG head replacements.

Luma Pictures • Roto/Paint Artist • June 2008 - May 2009 • July 2009 - January 2010

Percy Jackson & the Olympians: The Lightning Thief

A Serious Man

X-Men Origins: Wolverine

Underworld: Rise of the Lycans

The Ugly Truth

Harry Potter and the Half-Blood Prince

Nutcracker: The Untold Story

Logan • Roto Artist • June 2009

EDUCATION Bachelor of Science in Computer Animation

Concentration in Compositing
Full Sail University, April 2008

Certificate of Specialization in Web Development

Saint Louis Community College, August 2006

RECOGNITIONS Full Sail University • April 2008

Advanced Achievement Award

Award presented to one student in each graduating class that recognizes outstanding achievement, skill, dedication, leadership, and career potential. Candidates are nominated by faculty and voted for by peers.

Course Director's Award, Demo Reel Creation

Award presented to a student of the Course Director's choosing that recognizes outstanding effort and good attitude in completion of course projects.

Perfect Attendance Award

Award presented to students who complete a degree program with perfect attendance at all lectures and labs.

Student Commencement Speaker

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- 01: Face/ears roto for CG snakes
- 02: Wall roto for CG creatures and environment
- 03: Roto for CG creature and clean plate
- 04: Arm/Body roto for sparks and lighting
- 05: Face/ears roto for CG snakes
- 06: Body/Legs roto for CG creatures
- 07: Head/Body/Set roto for CG tornado and sky
- 08: Face/ears roto for CG snakes
- 09: Face/ears/collar/set roto for CG snakes
- 10: Waist-down roto (screen right character) for CG environment
- 11: Set roto for comped character and sky replacement
- 12: Face/Hands roto for CG snakes
- 13: Stripe roto for suit fix and glow