

## **Erick Schiele**

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### **Education:**

**New York University**, Tisch, MFA in Film & Stage Design, 1995.  
**Washington and Jefferson College**, Washington, Pa. BFA 1990.  
**Richmond College**, Florence Italy. Art History Studies. 1988-1989.  
**Trinity Pawling School**, High School. 1982-1986.

### **Experience:**

“ **Zoic Studios** “- ( February 2017 - January 2018 ) 3D/2D Maya(vray), Nuke, Substance, Mari - Generalist Work for various pilots and commercials. “ Reverie “ 3D scene design and execution. “ Facebook 360 VR “ - scene design - execution - Lighting. “ Final Fantasy 360 VR “ - 3D Lighting - generalist work. “ Orville “ Lighting.  
“ **Midnight Sherpa** “- ( November 2016 ) 3D / Compositing - “ League of Legends “ Animated 3d tv commercial. ( Maya , Nuke ).  
“ **Gentleman Scholar** “- ( October 2016 ) VR 3D / Compositing - “ Cisco VR experience for Mobile “ Part of the 3D team working on an animated 3d vr experience.( Maya , Nuke ).  
“ **Motomo Studio** “- ( June - September 2016 ) CG Supervisor / 3D / Comp / Look Dev- “ GMC - ESPN Summer Spots “ 4 : 30 sec spots. In charge of supervision, look development and Lighting/Compositing. Also in charge of overall scope of show with scheduling and execution as well as on set supervision. Nuke and Vray ( Maya ).  
“ **WildLife** “- ( May 2016 ) VR Compositing - “ Jay’s Garage “ : Part of the Compositing team working with OZO footage for the show. ( After Effects / Mettle skybox ).  
“ **ID2** “ – **Uncharted Territory** - ( September 2015 - April 2016 ) Lighting / Look Dev - “ Independence Day 2 “. Handled a variety of Shots and looks at internal Production office for ID2. All look development is through Nuke and 3DS Max / Vray.  
“ **WildLife** “- ( March - July 2015 ) CG Supervisor/Comp/Look Dev- “ Walking Dead “ : 30 sec spot. In charge of supervision, look development and Lighting/Compositing. Also in charge of overall scope of show with scheduling and execution. All look development is through Nuke and Vray ( Maya ).  
“ **Gentleman Scholar** “- ( January 2015 - March 2015 ) Senior Lighter/2d Comp / San Manuel Casino Promo Spots. Vray/Maya/Nuke.  
“ **WildLife** “- ( September 2014 - December 2014 ) CG Supervisor/Generalist - Cedar Fair Website 3D Graphics . Wilson Tennis - Web GL experience 3D Graphics. KIA - online branding campaign. On Set supervision, 2d and 3d Graphics.  
“ **Prologue Films** “- ( July 2013 - June 2014 ) CG Supervisor - GMC Canyon Spots using Maya, Vray and Nuke . Lighting Lead - Bungie software’s opening Promo for the Bungie:Destiny Video Game. Developing Lighting/Shading look and render strategies using Maya/Vray/Nuke.  
“ **WildLife** “- ( June 2013 ) CG Supervisor - Wildlife’s music-video for the Promax-BDA 2013 Videophonic panel. C4D / Vray.  
“ **We Are Royale** “- ( January 2013 – June 2013 ) CG Supervisor/ Lighting TD / 3D Generalist / Tracking. Hyundai Rebrand - promo, Madden Sports Game Promo Id’s. Maya / Vray , Shading, Lighting, modeling, compositing, tracking.  
“ **Oblivion** “ - **Pixomondo** - ( September 2012 – January 2013 ) Lighting Lead for Pixomondo USA ( 85 + Shots ). Developed look and render strategies using Max/Vray/Nuke.  
“ **We Are Royale** “- ( January 2012 – September 2012 ) CG Supervisor/ Lighting TD / Generalist. FUSE - promo, Hyundai Micro site for AZERA 2012, HUFFY - Green Machine :30 Spot., NIKE - Hyperdunk : 30 Spot. Maya / Vray , Shading, Lighting, modeling, compositing, tracking. On Set Supervision for the Shoot days.

**“ RTT - USA “** - ( January 2011 – January 2012) VFX Supervisor. In charge of 3d and 2d department, overseeing 25 artists for the production of all GMC configurable and non configurable elements for print, broadcast and web. Oversaw the bidding and execution of various GMC cars and products, delivering 3d and 2d assets. Nissan Micro Site development and execution.

**“ Playback – The Film “** - ( September 2010 – February 2011) VFX Supervisor. In charge of design and development of over 100 shots for the motion picture. Onset Supervision, Budget and hiring, Development and supervision of VFX for the shows director and producers as well as CG work as Tracker, After Effects and Max artist.

**“ Sway Studios “** - ( June 2010 - September 2010 ). Senior Lighting TD. Lighting / Shader work for DEXTER Promo and Attik's " SCION , Enter the machine " Campaign. Max/Vray.

**“ Passion Play “** . ( March 2010 June 2010 ). Senior Lighting TD. Lighting □/ Shader and Tracking work on CG/Wings. Maya/MR

**“ IronMan 2 “ – Pixomondo.** ( February 2010 - March 2010 ). Senior Lighting TD. Lighting □ /Shader work on IronMan Suit. Matchmove and scene replacement shots. Max / Vray.

**“ Alice in Wonderland “ – Café EFX - South.** ( October 2009 – January 2010 ). Lighting TD. Lighting, Scene Layout, Shader work for Forests and Hats. Max/VRay.

**“ 2012 “ – Uncharted Territory** - ( October 2008 – July 2009 ). Senior Lighting TD. Lighting, Scene Layout, Shader work for portions of the Los Angeles Sequence. Max/Final Render.

**“ Just Peck “** - Title Designer.

**“ The Nutcracker “ – Luma Pictures** - ( October 2007 - July 2008 ). Look Development and lighting for over 100 shots involving the “ Drawing Room Sequence “. Include lighting design for over 50 Nutcracker character lighting scenes.. Maya/MR

**SpeedShape, Venice** - ( January 2007 – September 2007 ). Max/Vray, Nuke. “ Saab - Blackbird “ – Joseph Kosinski/ Director,” Fox NFL Sunday “ , “ CTS Demo - Cadillac “ Commercials.

**Flags of Our Fathers, Digital Domain** - ( June 2006 – July 2006 ) Maya Lighter, Renderman Nuke

**Super Ex Girlfriend, Digital Domain** - ( March 2006 – June 2006 )Lighter, Renderman Nuke

**Ghost Rider, Sony** ( August 2005 – March 2006 ) 3d Lighter – BIRPS & Bonsai.

**“ Borderland “**, Title Designer for Lions Gate release ( Fall 2007)

**Magnificent Destination ( IMAX ), Sassoon Film Design.** ( July 2005 ) After Effects.

**Stealth, Digital Domain** ( August 2004 – April 2005 ) 3d Lighter - Maya, Renderman, Nuke.

**I, Robot, Digital Domain** ( February 2004 – June 2004 ) 3d Lighter using Maya, Rman.

**The World of Tomorrow, WOT inc.** ( June 2002 – February 2004 ) 3d Lighter, Texture artist, Set Design. Worked with the Director on the look development team. Textured city elements, Set design for two set pieces within the film. Worked with both 2d/3d teams and the Production designer on various stages of the film. Renderman/ Maya.

**“Cabin Fever”.** Title Design.

**Gensler Architecture Firm.** 3d Architectural Rendering artist ( VRAY ).

**Title House,** ( July 2000 - February 2002 ) Title Designer and Compositor.Maya, MAX, AE

**“ Briar Patch “**, Title Designer for the Lions Gate release ( Fall 2003 )

Title Design, Compositing, Effects for - " Slap Her, She's French ", " Six Feet Under", " BattleField Earth " " DUNE ", " OutLaws " " All over the guy ", " Spencer ", "Prancers Return ", " Spiders ", " The ELITE " " Her Majesty ", " Scratch ", " WithOut Charlie ", " Survivors ", " Breed " .

Work included, set extensions, compositing live action elements, green screen,Wire Removal, film repair ( SD 70 mm ), replacing elements.

**O Productions.** "Thumbwars ", Compositing.

**Dream Quest Images,TransFX,** MAYA modeling. " Mission to Mars “, Ford Concept Cars.

**MAYA instructor, Mt. San Antonio College.** Spring & Fall 99/00'. Sunday Lab.

**Production Designer/ Art director ( Film/TV):** Prior to moving to California in May of 96', studied and trained as an art director for both film and stage at NYU'S TISCH Graduate School for Design. Designed over twelve productions that range from film shorts to commercials and videos.

Films include:

" *Season of the Lifterbees*" Academy Award Nominated (DGA) short Film directed by Eugene Jarecki. " *Same old Story* ". Winner, Best Art Direction Award at the 51st Annual TISCH School Film Festival. Art Direction for an NBC overseas special . A Melvin Van Peebles Film " *Varoom* ", Commercials ( Blue Cross Blue Shield , Kodak ) Videos as well as Working in the Art Department for the Films " *Smoke* " " *Blue in the Face* " ( Wayne Wang )" *The Addiction*" ( Abel Ferrara ) "Infinity" ( Matthew Broderick ) and numerous other New York productions.

**Directing Writing :**

" **Portable** " - **Box Violet ( Music Video )** .

" **Insecurity** " – 2007 - 7 minute comedy. Starring Geoffrey Dornbas. HDDV Festival runner up for best Actor.

" **the DarkBar** " – 2007 - 7 minute thriller.

" **Danger Tokyo** " – 2006 - 14 minute comedy. Starring Gerry Katzman.

" **Missing MIA** " – 2004 - 14 min. suspense film accepted in the 2004 LA Short Fest.

" **Gator Shoes** " – 2004 – 8 minute one act.

" **Somewhere up THERE** " – 2003 - 5 minute Comedy accepted into the Skylight Film Festival. Second place Voter's choice Award.

**Skills:** Maya, Max, Substance Painter, 3D Coat, Mari, Mudbox, After Effects, Nuke, SynthEYES.



