

# James L. Davidson

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## Experience

### Disney TV Animation 2017-2024

#### CG Supervisor

- Work with creatives and vendor studios to ensure the episodes are producible and align with creative intent
- Develop pipeline tools and workflows for shot production, reviews, and archiving
- Develop ACES/HDR color workflow for production through IMF delivery
- Evaluate Complexity from scripts and find solutions to overcome technical limitations of the pipeline
- Mastering HDR/SDR episodes with Dolby Vision in Davinci Resolve for delivery
- Handle challenging retakes in-house
- Run daily Asset, Lighting, and FX reviews
- QC of final picture

### The Third Floor 2017

#### PostVis Artist

- Post visualization for "Godzilla: King of the Monsters"

### Bubba's Chop Shop 2017

#### VFX Supervisor

- On set supervision along with Fx integration for 60 second international commercial
- 3D tracking, compositing, projection, HUD graphics for VR Marketing video

### Fuse FX 2017

#### Senior Compositor

- Compositing, 3D tracking, DMP for various primetime TV shows

### Zero VFX 2017

#### Senior Compositor

- Compositing, 3D Tracking for "Roman J. Israel, Esq." and "Daddy's Home 2"

### Shade VFX 2017

#### Senior Compositor

- Look Dev, Compositing, 3D Tracking for "Mr. Mercedes" and "Downsizing"

### Encore Visual Effects 2016 - 2017

#### Senior Compositor

- Compositing for various TV shows including "The Flash", "Supergirl", and "DC's Legends of Tomorrow", from basic 2D fx to complex 3D tracking/projection and CG integration

### Toonbox Entertainment 2016

#### CG Supervisor

- Define a Previs Workflow
- Evaluate scripts and schedules to ensure producibility
- Develop solutions for technical challenges in upcoming productions and manage complexity
- Align asset review look against shot production work.
- Refine and globalize pipeline to share production across multiple studios
- Generate marketing materials.

### The Mill 2016

#### Lead Compositor

- Project lead for a national running State Farm "Yin Yang" commercial

### Original Force 2015 - 2016

#### CG Supervisor

- Oversaw Characters from Design to Look Dev and Rigging
- Pipeline development
- Sequence supervision for the CG animated film "Duck Duck Goose"
- Artist training

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## Experience *(continued)*

### The Molecule 2015

#### Senior Compositor

- CG Fx integration/generation, Matchmoving, Blue/Green screen keying, and set extensions for "Falling Water" and "Money Monster"

### Warner Bros. Animation 2011 - 2015

#### Executive Director of CG Production

- Oversee and build CG Animation Production division
- Forming relationships/contracts with Vendor Studios
- Schedule/Budget/Bid on existing and upcoming productions
- Evaluate complexity and engineer solutions for story needs that's within budget/pipeline/schedule/Quality level
- Oversee final media delivery and transcoding
- Develop Production Tracking Database
- Work with producers for Look Dev and rigging engineering for new productions
- Look development and generation of Emmy nominated opening titles for "Beware the Batman"
- Assist 2D productions with CG elements
- Build archiving pipeline from Hardware evaluation to execution

### Los Angeles Film School 2010 - 2012

#### Course Director

- Developed, wrote, and instructed the "Visual Fx" and "Shading & Lighting" courses

### Nickelodeon Animation Studios 2006 - 2011

#### VFX Supervisor / Head of Research & Development

- Directing and training Overseas Studios in Lighting, Compositing, & Fx
- Pipeline Setup and development for CG Department and Overseas Studios
- Research and Implement new tools and techniques for new CG shows
- Design asset management and tracking database systems for CG shows
- Work with creatives to moderate complexity
- Design and create Light Rigs and Compositing workflows for episodic TV production
- Look development: "Penguins of Madagascar," "Robot and Monster," "Fanboy and Chum Chum," "Kung Fu Panda: Legends of Awesomeness," "Tak and the Power of Juju," and "Bubble Guppies"
- Created and directed Fx rigs for "Tak and the Power of Juju"
- Generate Promotional Materials for new and existing productions

### Super 78 Animation 2005-2006

#### VFX Artist/CG Generalist

- Modeling, Texturing, Lighting, Compositing, and Fx for "The Curse of DarkKastle" 3D ride (Busch Gardens)
- Lighting, Compositing, and Fx for "Supersonic: Pushing the Envelope"
- Project Lead for Doha Theme Park Promotion and Previs

### Brain Zoo Studios 2005

#### CG Modeler/ Animator

- Cut scene layout and camera animation for "True Crime: New York City"
- Modeling and Texturing assets for "Sid Meier's Civilization IV"

### Film Roman 2003 - 2005

#### 3D Artist / Compositor / Editor

- Visual Fx for "The Fallen Ones," "All Souls Day," "Demon Hunter," "The Librarian," and "Mexican Hat"
- Modeling, Texturing, Animation, and Fx for "The Simpsons"
- Animation and Fx for "Tripping the Rift"
- Effects Editor on "The Fallen Ones"
- Animatic Editor on "The Happy Elf"
- Modeling for direct to video "Weebles: Welcome to Weebleville" and "Weebles: Sharing in the Fun"

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## Film Credits:

- Daddy's Home 2
- Roman J. Isreal, Esq.
- Downsizing
- Raised By Wolves
- The Nut Job 2 & 3
- Duck Duck Goose
- LEGO® DC Comics Superheroes movies (5)
- LEGO® Scooby Doo movies (2)
- Godzilla: King of the Monsters
- Money Monster
- The Fallen Ones
- All Souls Day
- Demon Hunter
- The Librarian
- The Happy Elf
- Scooby Doo & WWE *"The Curse of the Speed Demon"*

## Television Credits:

### Live Action:

- The Brave
- S.W.A.T.
- American Horror Story
- Criminal Minds
- The Orville
- Mr. Mercedes
- DC's Legends of Tomorrow
- SuperGirl
- The Flash
- Black Lightning
- My Crazy Ex-Girlfriend
- Good Girls
- Riverdale
- MacGyver
- Falling Water
- State Farm "Yin Yang" Commercial

### Animation:

- Monsters at Work
- Elena of Avalor
- Fancy Nancy
- Sofia the First
- LEGO® Scooby Doo
  - *"Knight Time Terror"*
  - *"Haunted Hollywood"*
- LEGO® DC Comics Superheroes
  - *"Batman Be-Leaguered"*
  - *"Justice League vs. Bizarro League"*
  - *"Justice League - Attack of the Legion of Doom"*
  - *"Justice League - Cosmic Clash"*
  - *"Gotham City Breakout"*
- Beware The Batman
- Green Lantern: The Animated Series
- The Simpsons
- Robot & Monster: Best Friends Forever
- The Penguins of Madagascar
- Kung Fu Panda: Legends of Awesomeness
- Fanboy & Chum Chum
- Tak and the Power of Juju
- Mickey and the Roadster Racers
- Bubble Guppies
- Weebles
  - *"Weebles: Welcome to Weebleville"*
  - *"Weebles: Sharing in the Fun"*

## Education

### Gnomon School of Visual Effects | Hollywood, CA

Advanced Studies of 3D animation and Visual Fx in Maya and Shake

### Drew University | Madison, NJ

B.A. Physics & Spanish – Graduated Cum Laude with Honors in Physics and Spanish

## Software Proficiency

### DCC:

Maya, Nuke, Houdini, 3D Studio Max, Arnold, PhotoRealistic Renderman, V-Ray, Mental Ray, BiFrost, RealFlow, Davinci Resolve, Clipster, Adobe Creative Suite, Stitcher, Syntheyes, 3D Equalizer, PF Track, Boujou

### Programming Languages:

Python, Mel, tcsh, C#, IDL

### Production:

Shotgun, Filemaker Pro, Excel, MySQL, MongoDB