



Gautama Murcho

► Digital Composer & Matte Painter

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Profile

Strong attention to detail and realism.

Strong eye for composition, color, lighting and value.

Good balance of artistic and technical knowledge.

Proficient in problem-solving technical and artistic issues.

Experience

Digital Domain Media Group - Sr. Composer (June 2012 - September 2012) [Film]

47 Ronin / Mets

- Intricate blue screen key/integration, some shots involving heavy focus shifts and practical atmospheric effects.
- Full CG integration, boosting aesthetics and realism of "Mets" advertisement.

Sony Pictures Imageworks - Composer (January 2012 - May 2012) [Film]

The Amazing Spiderman

- Composited heavy multi-pass Arnold renders of CG "Lizard."
- CGI/plate integration, as well as full CG shot integration.
- Heavy use of practical and CG FX for fight scenes.
- All compositing done in stereo (3D).

Digital Domain - Composer (December 2011) [Commercial]

UFC Open - Intro/Promo

- Composited old fight footage into dramatic FX-heavy CG scenes.

Zoic Studios - Composer & Matte Painter (August 2011 - December 2011) [TV]

Pan Am / Magic City / The Ringer / Powers

- Heavy multi-pass CG, blue/greenscreen, plate, and practical element integration.
- Full CG shot integration, often with manipulated practical elements.
- Created several sequence and one-off matte paintings.
- Hero/Lookdev shot compositing of created sequence matte paintings.



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Experience (continued)

Luma Pictures - Compositor + Matte Painting & Lighting (July 2010 - May 2011) [Film]

Thor / X-Men: First Class / Captain America / In Time / Fright Night (3D) / True Grit

- ▶ Heavy multi-pass CG, Plate and FX integration.
- ▶ Green/Blue Screen matte extraction, despill, and integration.
- ▶ Practical element manipulation and integration.
- ▶ Stereo output and integration (Fright Night).
- ▶ Sequence color grade set-up and matching.
- ▶ Environment Matte Painting (Captain America, In Time).
- ▶ Lighting & Rendering CG assets and Fluids/Fume/FX in Mental Ray.

Speedshape - Stereo Paint/Compositor (December 2010) [Film]

Spy Kids 4

- ▶ Stereo conversion including paint for opposite-eye camera.

Luma Pictures - Paint/Roto & Jr. Compositor (October 2009 - July 2010) [Film]

Battle: Los Angeles / Percy Jackson / Green Hornet

- ▶ Paint operations including removal, replace, and addition on live-action plates (Anamorphic, HD, 2k).
- ▶ Live-action compositing, light CG integration.
- ▶ Matte extraction using rotoscope and key techniques on live-action plates.

Pendulum Studios - Jr. Compositor (May 2009 - August 2009) [Game]

Singularity

- ▶ Composited multiple CG cinematic shots.
- ▶ Supervised and judged the acceptability of renders from 3D.

Full Sail University - Compositing + Matte Painting Intern (February 2009 - April 2009)

- ▶ Lead matte painter for independent film "Eden."
- ▶ Created learning tutorial media for matte painting, illustration and texturing technique.
- ▶ Helped students with problem-solving artistic and technical issues with Photoshop and Nuke.



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Education

Full Sail University, Winter Park, FL. (March 2007 - February 2009)

Bachelor of Science, Computer Animation

- ▶ *Valedictorian* Award Recipient
- ▶ *Outstanding Achiever* Award Recipient
- ▶ *Course Director's Award* Recipient for *Compositing & Scene Finishing* and *Computer Animation Production* courses.

Skills

- ▶ **Compositing:** Nuke, Shake, Fusion
- ▶ **Matte Painting/Paint:** Photoshop, Nuke
- ▶ **2.5/3D Projection:** Nuke, Maya
- ▶ **3D Lighting & Rendering:** Maya
- ▶ **3D Modeling:** Maya

References

Marc Rienzo, VFX Supervisor, Digital Domain Media Group

James Hattin, Compositing Supervisor, Zoic Studios

Vince Cirelli, VFX Supervisor, Luma Pictures

Justin Johnson, Compositing Supervisor, Luma Pictures