
GAUTAMA MURCHO

PROFILE

Strong attention to detail and realism.

Strong eye for composition, color, lighting and value.

Good balance of artistic and technical knowledge.

Keeps learning.

EXPERIENCE

COMPOSITOR - DOUBLE NEGATIVE

LONDON | DECEMBER 2013-JUNE 2014

JUPITER ASCENDING [FILM]

- Heavy CG environment, character and FX integration for visually stunning hero shots.
- Artistic look development of Jupiter and space imagery to be used by fellow artists among multiple sequences.

VFX CONSULTANT - UNDERGROUND LOGIC

PHILIPPINES | MARCH 2013-NOVEMBER 2014

- Responsible for re-inventing and modernizing pipeline of Philippine commercial/film VFX house, for pursuit of higher efficiency and production of more lucrative projects.
- Heavy technical knowledge of Nuke applied, to teach compositing artists as part of VFX pipeline revolution.
- Working as active lead compositor and supervisor, setting example for team to follow.

COMPOSITOR - INDUSTRIAL LIGHT & MAGIC

SINGAPORE | OCTOBER 2012-MARCH 2013

PACIFIC RIM [FILM]

- Full CG compositing of Arnold renders, integrated with Houdini FX and practical elements.
- Heavy look-development of alien 'sonic' effects, created with generic practical patterns and footage, Nuke procedurals, and abstract CG patterns.

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EXPERIENCE (CONTINUED)

SENIOR COMPOSITOR - DIGITAL DOMAIN MEDIA GROUP

FLORIDA | JUNE 2012-SEPTEMBER 2012

47 *RONIN* [FILM] / *METS* [SHORT]

- Intricate blue screen/key integration; some shots involving heavy focus shifts and on-set atmospheric effects.
 - Full CG integration, boosting aesthetics and realism of “Mets” short film advertisement.
 - Film and CG short in native stereo.
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COMPOSITOR - SONY PICTURES IMAGEWORKS

LOS ANGELES | JANUARY 2012 - MAY 2012

THE AMAZING SPIDERMAN [FILM]

- Composited heavy multi-pass Arnold creature renders of CG “lizard.”
 - CGI/plate integration, as well as full CG shot integration.
 - Heavy use of practical and CG FX for fight scenes.
 - In native stereo.
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COMPOSITOR - DIGITAL DOMAIN

LOS ANGELES | DECEMBER 2011

UFC OPEN [COMMERCIAL/PROMO]

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

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COMPOSITOR & MATTE PAINTER - ZOIC STUDIOS

LOS ANGELES | AUGUST 2011 - DECEMBER 2011

PAN AM / MAGIC CITY / THE RINGER / POWERS / [ALL EPISODIC TV]

- Multi-pass CG VRay renders, 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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COMPOSITOR+ - LUMA PICTURES

LOS ANGELES | JULY 2010 - MAY 2011

THOR / X-MEN: FIRST CLASS / CAPTAIN AMERICA / IN TIME / FRIGHT NIGHT / TRUE GRIT [ALL FILM]

- Heavy multi-pass CG, (mental ray) Plate. FX and practical element integration.
 - Green/Blue screen matte extraction, despill, 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.
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ROTO/PAINT, JR. COMPOSITOR - LUMA PICTURES

LOS ANGELES | OCTOBER 2009 - JULY 2011

BATTLE: LOS ANGELES / PERCY JACKSON / GREEN HORNET [ALL FILM]

- Paint operations including removal, replace, and addition on live-action plates.
 - Live action compositing, light CG integration.
 - Matte extraction using rotoscope and key techniques on live-action plates.
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JR. COMPOSITOR - PENDULUM STUDIOS

SAN DIEGO | MAY 2009 - AUGUST 2009

SINGULARITY [GAME]

- Composited multiple CG cinematic shots.
 - Supervised and judged the usability of 3D renders.
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COMPOSITING + MATTE PAINTING INTERN - FULL SAIL

FLORIDA | FEBRUARY 2009 - MAY 2011

- 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 in Photoshop and Nuke.

EDUCATION

FULL SAIL UNIVERSITY - BACHELOR OF SCIENCE - FEBRUARY 2009

ACADEMIC AWARDS

- Valedictorian Award
- Outstanding Achiever Award
- Course Director's Award: Compositing & Scene Finishing
- Course Director's Award: Computer Animation Production

SKILLS

- Compositing: Nuke
- Matte Painting/Paint/Texturing: Photoshop
- 2.5D/3D Projection: Nuke, Maya
- 3D Lighting & Rendering: Maya
- 3D Modeling: Maya
- Photography: Nikon

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REFERENCES

Nigel Sumner, VFX Supervisor, ILM Singapore

Marc Rienzo, VFX Supervisor, Digital Domain Media Group

Chris Waegner, VFX Supervisor, Sony Imageworks

James Hattin, Compositing Supervisor, Zoic Studios

Vince Cirelli, VFX Supervisor, Luma Pictures

Justin Johnson, Compositing Supervisor, Luma Pictures