

Duncan Robson

Motion Editor / Maya Generalist / Crowd TD / Animator

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WORK HISTORY

Jan. 07 - Jan. 10

Motion Editing / Crowd Simulation
MPC, London

Clash of the Titans - Crowd and Mocap Lead. Planned and directed 3 day mocap shoot. Sole TD for the main crowd shots on the film. Extensive use of PAPI, MPC's Havok based physics API.

G.I. Joe: The Rise of Cobra - Motion Editing.

The Chronicles of Narnia: Prince Caspian - Motion Editing and Crowd Simulation. Retargetting new and library mocap to digital doubles of the principle actors. Editing motion capture clips for use in MPC's crowd simulation pipeline.

Other motion editing work on Fred Claus, 10000BC, Watchmen and Robin Hood.

Mar. 06 - Oct. 06

Animation
Sony Computer Entertainment Europe, London

World Tour Soccer Stars - Motion editing for unreleased Playstation 3 game. Directed motion capture shoot at Audiomotion. Designed crowd animation tree.

Apr. 05 - Sep. 05

Freelance 3d animation
Saint, London

Don't Move Improve - Pipeline, modelling and animation for 30x 1-2 minute architectural sequences and title sequence for ITV property programme.

Aug. 03 - Feb. 05

Animator / TD
Framestore CFC, London

Charlie and the Chocolate Factory - Built body tracking model and rig for the Veruca Salt/Squirrel sequence.

The Getaway: Black Monday - Facial animation for Playstation 2 game.

Space Odyssey: Voyage to the Planets - Lighting TD.

Troy - Animator and crowd TD.

2001 - 2003

Motion capture
Artem Digital, London

Film projects included Troy (Moving Picture Company & Framestore CFC) and Pinocchio (Peerless). Games clients included Sony (The Getaway, This Is Football), Codemasters (Dragon Empires) and Lionhead. Responsible for most aspects of the motion capture process from preparing studio and cameras, operating Vicon (or Ascension) system during shoots through to data processing/editing and liaising with animators.

1999 - 2001

Motion capture / 3d animation
Audiomotion, Banbury

Projects included Gladiator (Mill Film), Enemy at the Gates (Double Negative), Robbie Williams Rock DJ promo (Clear), Triumph Softwear commercial (Glassworks), Summer and Winter Olympics games (Attention to Detail). Facial capture and animation using Famous Faces and Maya.

EDUCATION

- 1995-98 University of Wolverhampton
BA Hons Electronic Media (1st)
Modules included Video Computer Graphics, Video Production, Film and Video as Fine Art and Introduction to Film Studies.
- 1994-95 Chesterfield College of Design and Technology
Foundation Diploma in Art and Design.
- 1987-94 Lady Manners School, Derbyshire
9 GCSEs, 4 A-levels

SKILLS

Modelling, keyframe animation, texturing, lighting and rendering in Maya.
Crowd Simulation.
Basic MEL and Python scripting.
Mocap software including Vicon IQ and Autodesk Motionbuilder.
3DS Max and Character Studio.
Proficient in Shake, Photoshop, After Effects, Premiere, Linux.
Some Renderman and Mental Ray (for Maya) experience.

INTERESTS

Photography, video games, acting, editing.

Some of my video and photoshop work has appeared on high profile sites such as Waxy, BoingBoing, Offworld, Kotaku and Motionographer.

REFERENCES

References available on request