

## Duncan Robson

Animator / Motion Editor / Maya Generalist / Crowd TD

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### WORK HISTORY

- Sep. 10 - Feb. 11 Previs Animator / Motionbuilder Operator  
Nvizeage, London
- Wrath of the Titans - Previs animation using Maya and Motionbuilder at Longcross and Shepperton Studios.  
Installed and operated 18 camera Optitrack motion capture system and Insight VCS:Pro virtual camera system.
- 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.
- 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, Robin Hood and G.I. Joe.
- 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

- Sep. 10 - present     Animation Mentor
- 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, Optitrack Arena/Tracking Tools and 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