

Kurt W. Nellis  
kurt@galaxy12.com  
March 8, 2006

## **Demo Reel Program List**

### **Star Wars: Episode III, Revenge of the Sith**

Layout Artist

Programs used: Maya, including Mel  
Zeno  
Shake

Tasks/Responsibilities:

- Helped to develop the new layout department at ILM from the ground up, developing tools, procedures, and documentation
- Lead layout artist on the Opening Space Battle, supervising up to 5 other artists at a time
- Designed cameras and animation blocking for company down the pipeline
- Responsible for continuity within the sequence
- Translated animatics into pipeline
- Remained point person for shot and sequence as it continued down the pipeline, answering questions about blocking, camera movement, and continuity
- Incorporated and adjusted matchmoves into world space
- Taught new layout artists the techniques, tools and responsibilities and remained an advisor for them as they continued work
- Wrote several MEL scripts to speed up and make work flow more efficient

### **The Matrix Revolutions**

Layout Artist

Programs Used: Maya  
Shake  
After Effects

Tasks/Responsibilities:

- Placed background and foreground characters and creatures
- Animated tracers (gun paths)
- Defined and animated swarm paths for the swarm team
- Animated temp effects for sound work
- Worked with directors to fill in scenes and balance composition

**XXX:** *State of the Union*

Layout Artist and Matchmover

Full sequence and select "making of shots"

Programs Used: Maya

Zeno

Shake

Tasks/Responsibilities:

- Designed cameras and animation blocking for company down the pipeline
- Responsible for continuity within the sequence
- Remained point person for shot as it continued down the pipeline, answering questions about blocking, camera movement, and continuity
- Incorporated and adjusted matchmoves into world space
- Taught new layout artists the techniques, tools and responsibilities and remained an advisor for them as they continued work