DARRELL CLAUNCH

E-Mail: **knight1@knights-end.com**   Phone: **(417) 234-2843**   Website: **www.knights-end.com**

Visual Effects Artist

- *Westworld Season 2 & 3*
- *The Highwaymen*
- *Insidious*
- *Captain America: Winter Soldier*
- *NOS4A2*
- *Legion Season 2 & 3*
- *The Teenage Mutant Ninja Turtles*
- *Guardians of the Galaxy*
- *The Life of Pi*
- *Godzilla*
- *Thor: The Dark World*
- *Above Ground (vfx lead)*

- *Jurassic World*
- *The Queens Gambit*
- *Iron Man 3*
- *Star Trek Into Darkness*
- *Fear the Walking Dead*
- *The Purge: Election Year*
- *DayBreak*
- *X-Men: Days of Future Past*
- *Sleepy Hollow*
- *Mad Max—Fury Road*
- *Nashville*
- *Avengers 2: Age of Ultron*
- *(full list on www.imdb.com)*

Work Experience

- Chicken Bone VFX   **Compositor**
  - Crowd creation, blue screen keying, beauty fixes, and removals.
- Mass Exodus   **Compositor**
  - General 2d compositing and removals for television and independent film.
- Wolverine VFX   **Compositor**
  - Monitor replacement and beauty fixes for the television show, Nashville.
- Stereo D   **Finaling Artist/Stereoscopic Compositor**
  - Cleanplate creation, tracking, artifact removal on a quota of up to 300 approved frames a day.
  - Final stage of conversion from 2D to 3D using Nuke, Mocha, Photoshop and AfterEffects.
- Comen VFX   **Compositor**
  - Cleanplate creation, rig removal and face replacement using Nuke and Photoshop.
- Pixel Magic   **Compositor**
  - Compositor of visual effects using AfterEffects, focusing on sky replacements and cleanplating.
- Look! Effects   **Compositor**
  - Integration of CG elements, matte paintings, color correction, rotoscoping, green/blue screen keying, and cleanplate creation using Nuke, Photoshop and AfterEffects for film and television.
- Black Lantern Studios   **Lead/Senior Artist**
  - Managed over 16 projects, up to 3 concurrently with different styles and deadlines.
  - Lead teams of over 20 artists while coordinating with client, tech and dev departments.
- KSPR Springfield 33   **Creative Director/Marketing Manager**
  - Responsible for all commercial/promotional production seen on air and marketing strategies.

Program knowledge

Nuke, AfterEffects, Photoshop, Illustrator, Mocha, SynthEyes, Lightwave, Maya, and 3DS Max.

- Character references may be found at http://www.linkedin.com/in/dclaunch

Links

- Visual Effects Reel --- https://vimeo.com/502911109