

DARRELL CLAUNCH

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Visual Effects Artist

- *Westworld Season 2*
 - *The Highwaymen*
 - *Insidious*
 - *Captain America: Winter Soldier*
 - *NOS4A2*
 - *Legion*
 - *The Teenage Mutant Ninja Turtles*
 - *Guardians of the Galaxy*
 - *The Life of Pi*
 - *Godzilla*
 - *Thor: The Dark World*
 - *Need For Speed*
 - *Jurassic World*
 - *Above Ground (vfx lead)*
 - *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/370012208>