



KATHRYN SAGEMAN

3D GENERALIST, PREVISUALIZATION, ANIMATION

CONTACT

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EDUCATION

Entertainment Design and Digital Production, 3D Generalist. Gnomon School of Visual Effects, Los Angeles, CA January 2020

BFA, Animation. California College of the Arts, San Francisco, CA May 2016

A.S, Digital Media. College of the Redwoods, Humboldt County, CA. Presidents Honors, June 2013

Continuing Education, Gnomon School of Visual Effects-ongoing:

- Introduction to Unreal for Virtual Production
- Cinematic Shot Production in Unreal
- Digital Sets in Unreal
- World building in Unreal

SKILLS

Software:

Shot Grid, Maya, MotionBuilder, Vray, Redshift, Zbrush, Substance Designer, PFTrack, NukeX, Unreal, Houdini, Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Adobe Premiere, Microsoft Office

Professional Skills:

- Strong communication skills
- Highly adaptive when working within groups
- Accurate quick shot turnaround ability
- Focused with organized workflow, able to meet deadlines
- Flexible with production changes
- Ability to rapidly match character location with directorial input

CREDITS

Avatar 2 The Way Of Water

Avatar 3 Fire and Ash (in progress)

PROFILE

I am a 3D Generalist and my focus is Previs. My passion for designing and creating shots comes from seeing possibilities for combining features in the natural world with characters to tell a story. The element of story is very important to me. Using my knowledge of composition, animation and compositing, I am able to visualize and create shots from an idea.

EXPERIENCE

TCF US Productions 27, Inc. Avatar 2 and 3

Sequence Technical Motion and Layout Artist Sept 2024-current

- 5+ years of virtual production experience
- Refined motion capture animation on cameras and animated focus distance
- Identified and resolved technical fixes, broken lights, animation and constraints, textures and missing assets
- Addressed composition requests from directors

Technical Motion and Layout Artist Nov 2022-Sept 2024

- Experience with syncing live action plates with tracked cameras, CG characters and elements
- Counter-animated camera animation and adjusted / blended animation on motion capture characters
- Prepared training tutorials and streamlined various workflows

Junior Technical Motion and Layout Artist Sept 2021-Nov 2022

- Independent compiling and time-syncing of motion capture imagery
- Learned and mastered software integral to film making pipeline
- Adjusted animation and motion-capture timing in animation sequences in Avatar 2 and Avatar 3
- Matched camera movement, scale, and speed timing per editorial direction
- Troubleshooted / ensured continuity of lighting and scene environments

Render QC Artist, Avatar 2 Feb 2020-Sept 2021

- Technical artist, real time rendering
- Diagnosed rendering issues
- Real-time repairing of motion capture assets
- Rough compositing of characters
- Troubleshooted resolved frame-rate timing issues

Gnomon School of Visual Effects

- Teaching Assistant, 2019