



Philip D. Rosado

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Experience 2013 - 2022

Method Studios

Vancouver, B.C.

Global Artist, Layout Lead / Supervisor

- As an employee of Method Studios over the years, I have worn many hats. These many tasks in and out of the studio include, Layout, Lighting and Animating for layout, Tracking and Matchmoving and Hard Surface Modeling. In addition to these skills I have supervised or Lead on Feature Films and TV work. Recently I had stepped in as Head of Department for our Layout team.
- Globally, I have travel quite a bit in and out of the studios for on set work. I cover many tasks on set, from gathering photogrammetry, textures, measurement and meta data information on big production features and commercials to on set Integration and VFX Supervision on local and national aired spots. I also travel for recruiting events to help our studios locate / interview artists and supervisors for multiple departments. I have worked at multiple Method locations around the world including: Detroit, Chicago, Atlanta, New York, Los Angeles, London and Vancouver. In Detroit and Atlanta, I contributed with building up the pipelines at these facilities as well as the CG departments.
- Some Feature work includes: *Extraction*, *See: Season 1*, *The Boys: Season 2*, *For All Man Kind: Seasons 1, 2 and 3*, *Thor Ragnarok*, *Aquaman*, *Ford vs Ferrari*, *Guardians of the Galaxy* and *Captain America 3*. Some on set Feature and Commercial work include *The Witches*, *Deadpool 2*, *California Cheese*, *Powerball*, *Microsoft Halo 5 'Guardians'*, *Step Sisters* and *Captain America 3 'Civil War'*
- Credited On Set VFX Supervisor: *'Step Sisters'*

2012 - 2013

Giant Steps

Venice, CA.

Maya and Syntheyes TD

- Worked directly with the producer as a Technical Director on multiple spots at Giant Steps.
- Modeling, Integration and Matchmoving went into completing spots for *Under Armour* and *Logitech*.

2011 - 2012

Digital Domain

Port St. Lucie, FL.

Temp Supervisor/ Lead Stereoscopic Integration/ Match Moving/ Modeling Artist

- Took on an unofficial roll for a year as Temp Sup. My duties were to manage a group of artist, approve shots in the screening room, maintain quality, help with bids and test shots, help build a pipeline all while completing my own Match Moves, Integrations and Hard Surface Models. My main title during this time was Lead Match Mover.
- Worked on The NY. Mets project *Amazin*, creating stereoscopic cameras for the featured short.
- Collaborated on The NY. Mets project *Hud and Ball*, as a Hard Surface Modeler creating concept vehicles for world elements.
- (Temp Sup) Lead on feature film *Rock of Ages*. My duties are recreating real world cameras and the building and layout of set geo. Also directing a team with direction, troubleshooting issues that may arise, approving shots in dailies and time management of shots in the integration department.

2010 - 2011

Prime Focus | VFX

Vancouver, B.C.

Lead 3D Integration Artist/ Layout Artist/ Animator/ Senior Modeler

- Worked as a Lead 3D Integration, Senior Hard Surface Modeler, Match Move, Animation and Layout Artist.
- Feature films and duties at Prime Focus | VFX were, *Sucker Punch*: 2010, Integration Artist, *Tron Legacy*: 2010, Lead 3D Integration, Layout Artist, Animator, *Cats and Dogs 2*: 2010, Modeler, *The Big Year*: 2011, Modeler, Senior Integration, *Final Destination 5*: 2011, Senior Hard Surface Modeler, *Immortals*: 2011, Match Move, Animator
- In addition worked on set for *Final Destination 5*