



Philip D. Rosado

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Experience 2022 - Present

Zoic Studios

Vancouver, B.C.

Previz/ Creative Layout Supervisor

- I spearheaded a full department overhaul at Zoic Studios, introducing novel modern workflows, department pipeline structure and artistic leadership to help develop my artists in a new creative direction.
- Implemented my knowledge of a Shot Manifest system to help organize and trace CG elements across the pipeline. This big step simplifies Zoic's pipeline and organization and was the basis for getting USD installed at the studio, helping streamline the workflow and speed up output.
- Worked close testing USD, deploying the major milestone in 2024 for Sphere's *The Wizard of Oz at Sphere*.
- While building out the layout department, I supervised artists across multiple shows while contributing, creative layout, worldbuilding, previz and environment creation for commercial episodic and feature projects.
- Some of these include *The Flash*, *Sweet Tooth*, *The Boys*, *Yellowstone*, *Your Friends & Neighbors*, *Cupra*, *Stick*, *Alien Earth*, *The Miniature Wife*, *House of Dragons*, *The Wizard of Oz at Sphere*
- Unreal Fellowship, Epic Games where I received my Certification badge in Unreal Engine for Worldbuilding 2022

2013 - 2022

Method Studios

Vancouver, B.C.

Global Artist/ Supervisor

- As an employee of Method Studios, I wore many hats. These many tasks in the studio include Layout, Hard Surface Modeling, Lighting, Animating, Tracking, and Matchmoving. In addition to these skills I Supervised or Lead on Feature Films and TV work and found myself on set. Currently, I have stepped in as Head of Department for our Layout team. Also worked and Represented studio at Siggraph and other hiring events.
- Globally, I 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 onset Integration and VFX Supervision on local and national aired spots and a Feature. 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 to building the CG departments, establishing workflows and pipelines, and the physical layout of the department.
- Some Feature work includes *Extraction*, *See: Season 1*, *For All Man Kind: Seasons 1 and 2*, *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"*
- On Set work *California Cheese "Integration Sup"*, *Powerball "Integration Sup"*, *Microsoft Halo 5 "Integration lead"*, *The Witches "Animation Sup"*, *Step Sisters VFX Sup*, *Captain America Civil War "Integration Lead"*, *Deadpool 2 "Integration Sup"*

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 artists, approve shots in the screening room, maintain quality, help with bids and test shots, help build a pipeline all while completing my own matchmoves, integration, and hard surface models. Worked and Represented studio at Siggraph.
- Worked on NY. Mets project *Amazin*, creating stereoscopic cameras for the featured short.
- Collaborated on 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, Matchmove, Animation and Layout Artist.
- My Work on Avatar brought me to Prime Focus to Lead and help teach and implement a stereoscopic pipeline for *Tron Legacy* in addition to many other stereoscopic films during this time.
- 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*

2009

Frantic Film | VFX

Los Angeles, CA

Stereoscopic Integration Artist/ Maya Generalist

- Worked on *James Cameron's Avatar*, duties were to track stereoscopic scene plates, follow pipelines, and meet deadlines.
- Was requested to Previz and recreate a full CG shot involving setting up shading networks and full CG camera moves as per client's request using Mental Ray for a Visual Effects shot on *Avatar*.

Education

2006 - 2007

Full Sail University

Winter Park, FL.

- Bachelor's degree in Computer Animation.
- Certificate for extended studies in Media Arts and Course Directors Award in Character Animation.

Skills

Proficient In

- On Set Experience, Set and Studio Supervision, Recruiting and Hiring, Maya, Syntheyes, Adobe Photoshop, Adobe After Effects, Davinci Resolve, Shotgun, RV, Microsoft Office, Windows OS, Linux OS, Time Management, Team Player

Certification

2022

Alumni Unreal Fellowship

Vancouver B.C.

Unreal Engine 5, Worldbuilding Certification 2022

Having completed the Unreal Fellowship: World Building. having knowledge:

- Understands advanced integration techniques using Datasmith
- Understands and utilizes Unreal Engine's enhanced modeling tools - Nanite and Quixel
- Deploys Unreal Engine's natural phenomenon tools for landscape, foliage, and water
- Utilizes advanced lighting techniques
- Effectively manages scenes using levels, layers, sub-levels, the variant manager, and more
- Showcases projects with advanced rendering techniques