

MICHAEL LEVINE

(818) 415-0784

michael@michael-levine.com

Professional Experience- Technical Director , Cloth Simulation and Lighting -

- 2008 **Digital Domain** – *The Mummy 3*. Lighting Technical Director. Utilizing Maya, Renderman, and Nuke.
- 2008 **Digital Domain** – *Speed Racer*. Lighting Technical Director. Utilizing Maya, Mental Ray, and Nuke.
- 2007 **Zoic Studios** – *Criminal Minds*. Cloth Technical Director. CG cloth sim using Syflex for episodic TV series.
- 2007 **Sony Pictures Imageworks** - *Beowulf*. Cloth/Hair Senior Technical Director/Team Lead. 3D cloth simulation for character costume shots. Setup of cloth rigs for production pipeline, using Maya cloth and proprietary software. Troubleshooting and assisting cloth team members with technical issues.
- 2006-2005 **Walt Disney Feature Animation** – *Meet the Robinsons*. Cloth Simulation Technical Director. Responsible for character interaction with 3d cloth elements and props. Construction of master cloth rigs. Performed clean-up using Maya cloth and proprietary cloth solvers and tools.
- 2004-2003 **Sony Pictures Imageworks** - *The Polar Express*. Cloth/Hair Senior Technical Director. 3D cloth simulation for character costumes. Master setup of cloth dynamics and properties for production pipeline, using Maya cloth and proprietary software. 3D hair grooming of characters using proprietary software and Renderman.
- 2002-2001 **Walt Disney Feature Animation/The Secret Lab** - *Kangaroo Jack*. 3D cloth simulation and skin dynamics for CG kangaroo using Maya Cloth. 3D lighting with Renderman and proprietary software.
- 2001 **Industrial Light + Magic** - *Jurassic Park 3*. Technical Director, Lighting of CG characters. Using Renderman, Maya, and proprietary software.
- 2000 **Walt Disney Feature Animation/The Secret Lab** - *102 Dalmatians*. 3D Skin and Muscle dynamics/inertia for fully CG puppy; using Maya and proprietary software. 2D Paint cleanup using Discreet Logic Paint and Combustion.
- 2000-1997 **Walt Disney Feature Animation** - *Dinosaur*. Lighting and Compositing of CG characters and effects elements with live-action and miniature plates. Utilizing Renderman, Maya, and proprietary software.

Education-

California Institute of the Arts, Valencia, California
Degree: Bachelor of Fine Arts , 1997
Major: Experimental Animatio