

# Steve Rembuskos

Management Experience, Modeler, Look Dev, Texture Artist, Character FX/Tech Anim Developer

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Over 17 years of CG film experience working on high budget and high profile projects. Knowledgeable with the entire VFX & Feature Animation pipeline/technology from pre-production, to modeling, rigging, animation, character FX and Lighting. Driven, self-motivator, flexible, proactive, team-player, organized, diverse multitasker, positive, creative and technical problem solver, effective communicator and have the desire to learn, grow and collaborate with a team to create ground breaking visuals. I am passionate about pursuing new challenges to further my knowledge in visual storytelling.

## Experience

### Sony Animation

January 2018-Current

#### 3D Artist/CFX/CharTD

##### Smallfoot

- Stylized Hair & Cloth art directed simulations
- Katana (Sony Proprietary lighting software) Use to address Hair Looks of characters
- Create fluid dynamics to help drive hair simulations
- Utilizing cache compositing system for combining multiple simulations together to achieve desired look
- Floor and Object Collision Surfaces. Soft Body Dynamics
- Wind Dynamics, Jiggle Deformers, Preserve Volume, Correct Anatomy of Characters
- Nuke - create composited shots for reviews
- Liaise with upstream and downstream departments to maintain delivery schedules, resolve issues and produce desired results

### Blur Studios

August 2017-December 2017

#### 3D Artist/CFX

##### Justice League Ride, Netflix Shorts, Far Cry 5 Cinematic, Sonic, Tomb Raider Cinematic, Strike of Kings Cinematic, Honor of Kings Cinematics

- Developer - Hair & Cloth Setup
- Fast paced environment - produce shots within the bid estimates (aggressive bids)
- Stylized Hair & Cloth art directed simulations
- Floor and Object Collision Surfaces. Soft Body Dynamics
- Wind Dynamics, Jiggle Deformers, Preserve Volume, Correct Anatomy of Characters

### Scanline VFX

May 2017-August 2017

#### 3D Artist/CFX

##### Justice League

- Realistic Hair & Cloth Art Directed simulations
- Floor and Object Collision Surfaces. Soft Body Dynamics
- Wind Dynamics, Jiggle Deformers, Preserve Volume, Correct Anatomy of Characters
- Secondary Animation (Characters & Props)
- Rigging - Ropes, Chains, Props
- Troubleshoot, debugged and creatively solve issues on the show in a timely manner to meet quota & deadlines

### Encore

Nov 2016-May 2017

### **3D Artist (TV Production)**

#### **Supergirl, Flash & Legends**

- Hair & Cloth art directed simulations
- Secondary Animation (Characters & Props)
- Floor and Object Collision Surfaces. Soft Body Dynamics

### **Disney Feature Animation**

May 2016-Sept 2016

#### **Char TD**

##### **Moana**

- Work closely with 2D animators to achieve desired arcs of motion, shapes & timing
- Hair & Cloth art directed simulations Secondary Animation (Characters & Props)
- Rigging - Ropes, Chains, Props
- Floor and Object Collision Surfaces. Soft Body Dynamics
- Wind Dynamics, Jiggle Deformers, Preserve Volume, Correct Anatomy of Characters

### **Riot Games**

July 2015 - April 2016

#### **Senior Technical Artist of Hair Look Dev & Character FX**

- Establish a new pipeline for both Hair Look Dev & Character FX (tools & workflows)
- Work closely with Engineers/Product Teams to develop efficient solutions for the sim pipeline and achieve desired results
- Analyze and Recommend Programs to achieve cost efficient workflows while increasing quality output
- Hair Look Dev - Interpret Concept Art & work with Art Director to achieve desired look.
- Work with xGen & Mari
- Create Hair Shaders
- Character FX - Hair & Cloth Sim Setup, Simulation Production & Cleanup

### **Dreamworks Animation SKG**

June 2006 – July 2015

#### **Supervisor of Character FX**

- Direct, coach, cast artist, delegate, plan, budget & schedule.
- Work with Production Designer & Art Director to execute desired look of picture.
- Ensure a consistent pipeline of process while adopting new technologies.
- Translate strategy into specific priorities, objectives, and action plans.
- Collaborate with upstream and downstream departments to achieve desired look.
- Create and manage production budgets through bidding projections.
- Manage Artists & Staff to achieve desired results within budget.
- Interview and assemble a winning team.
- Foster high moral and collaboration through team and personal growth.

#### **Puss in Boots 2 – “Acting” Supervisor of Character FX**

- Supervised & implemented tasks in cloth development using Marvelous Designer.
- Marvelous Designer is fairly new for our pipeline so it was important to work with my production supervisor and other department leads to create an efficient workflow for Cloth. Worked out a process and met weekly to discuss issues, complexities and workflow with surrounding departments.

#### **Me and My Shadow -Supervisor of Character FX**

- Supervised new Cloth & Hair Development techniques to hit artistic direction of heavy character interaction with both Cloth & Hair.
- Facilitated the integration of 2D Shadow Animation into a 3D environment to help drive Cloth/Hair simulations.
- Directed the implementation of a new cache compositing system to speed up cloth production workflow on characters with a “Tex Avery” style of animation.

#### **Monsters vs. Aliens: Mutant Pumpkins from Outer Space -Lead**

- Spearheaded a more integrated workflow between Animation & CFX depts to help output higher quality shots as well as drive up quota production.

- Resolved the need for additional CFX work while staying in budget by collaborating and troubleshooting with artists to create an ambient motion system for animating all environmental props.

### **Character FX (Misc projects)**

Puss in Boots some CP & Viral Videos Supervisor \* Megamind CP Supervisor \* Megamind Lead \*  
 How to Train your Dragon CP & Olympic Spots Supervisor \* How to Train your Dragon Lead \*  
 Monsters vs. Aliens Artist \* Kung Fu Panda Artist \* Bee Movie Artist

### **Rhythm & Hues**

March 2003 – June 2006

#### **Tech Anim, Massive TD, Motion Capture Cleanup, Rigging Garfield 2**

- Fur & Cloth Dynamics.
- Floor and Object Collision Surfaces. Soft Body Dynamics.
- Jiggle Deformers, Preserve Volume, Correct Anatomy of Characters.

#### **The Lion the Witch and the Wardrobe, Massive Technical Director – Crowd Simulation Software**

- Brain Creation.
- Establish character and awareness of surroundings using Fuzzy Logic.
- Massive Shot TD.
- Implementation of Massive agents in each shot to create realistic battle sequences.
- Motion Capture Editor.
- Create IK Rigs and use of creative solutions to edit Motion Capture data for Massive.

#### **The Chronicles of Riddick, Rigging/Technical Animator/FX Animator/ – Hellhounds**

- Modeled Blendshapes, Rigged Facial & Scale components of creatures
- Fur & Scale Harmonics (simulate real world fur and scale dynamics)
- Secondary Animation (Facial Animation, Tail, Toes, etc..)
- Floor and Object Collision Surfaces. Soft Body Dynamics
- Jiggle Deformers, Preserve Volume, Correct Anatomy of Characters
- Rigging - Ropes, Chains, Props
- FX Simulations - fluid simulations to drive hair for wind effect
- Troubleshoot, debugged and creatively solved issues on the show in a timely manner to meet quota & deadlines

### **ESC Entertainment**

October 2001 – March 2003

#### **Facial Motion Capture, Modeling, FX, Pre-Lighting, Pre-Compositing, Matchmove**

##### **Matrix Reloaded**

- Technical Animator/UCAP (Universal Capture)
- Recreation of live action facial movements into CG elements. VES Award-winning process.

##### **Matrix Revolutions**

- Particle FX - Swarming Sentinels and Sentinel destruction
- Pre-Lighting, Pre-Compositing,
- Matchmove - have a deep understanding of Maya camera work, lenses

### **Software**

Houdini, Maya, 3DS Max, Nuke, Shotgun, ZBrush, XGen, After Effects, Premiere, Mari, Marvelous Designer, N-Cloth/Hair, Syflex, Qualoth, Classic Cloth, Nuke, Massive, Nuance, Basic Perl, Shake, Photoshop, Illustrator, Painter, Proprietary Software, Excel, Power Point, Word, Google Docs, Google Sheets, Google Slides, Unix, Linux, Windows & Mac