

Marcos Shih

3D Matte Painter • Los Angeles

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Summary

Adept at photo-realistic and animation style matte paintings for Film, Animation, and Commercials. Extensive production experience using Nuke to composite and deliver matte painting scripts. Proficient in traditional painting and 3D matte painting techniques of modeling, camera projection, and set extension.

Work Experience

Sony Vancouver || March 2015 - Jan 2016

Senior Matte Painter • Animation - “Angry Birds”

- Utilized traditional painting methods to create sky panoramas and environment assets for over 175 shots
- Set up shots using UV mapping and projection techniques in Cinema 4d and Maya

Scanline VFX Vancouver || Nov 2014 - March 2015

Senior Matte Painter • Feature Projects - “Fast 7”

- Responsible for delivering own Nuke scripts of matte paintings to the compositors
- Paint environments of Abudabi using set photography and self reference material

Method Studios Vancouver || Jan 2014 - Oct 2014

Senior Matte Painter • Feature Projects - “Transformers: Age of Extinction”, “The Maze Runner”, “The Giver”

- Collaborate with CG supervisor to plan shots and assess technical solutions
- Paint set extensions and 3D environments
- Model low poly environments in Maya to use as Nuke projections

Method Studios LA || Aug 2013 - Sept 2013

Matte Painter • Feature and Commercial - Thor: The Dark World, “Nike” commercial

- Created set extensions and environment assets of London (Thor)
- Built 360 Degree photo-real projection of Yankee Stadium in Maya & Nuke (Nike)

Logan || May 2013 - Aug 2013

Matte Painter • Commercials - “Mitsubishi Outlander”, “Kia Optima”, “Northrop”, “Kellog’s”

The Mill LA || Feb 2013

Matte Painter • Commercial - “Chevy Proof”

- Designed various backgrounds for 2013 Chevy line of cars and trucks

Pixomondo LA || Jul 2012 - Feb 2013

Matte Painter/Concept Artist • Feature Projects - Star Trek: Into Darkness, After Earth

- Worked closely with VFX Sup on creating a look for each shot
- Delivered renders of clouds and sci-fi buildings using Vray (Star Trek)
- Conceptualized and designed alien planets (After Earth)

Mirada || Mar 2012 - Jul 2012, Mar 2013-April 2013

Matte Painter • Commercial and In House Project - “Disney: Be Our Guest”, “Vector”

Zoic Studios LA || Jan 2011 - Dec 2011

Matte Painter • Feature Projects and Episodic TV - The Grey, Lawless

- Worked closely with legendary matte painter, Syd Dutton, to study the invisible art

Software

5 Photoshop || 4 Maya || 4 Nuke || 3 3ds Max || 4 Cinema 4D

1 = Casual knowledge no production experience || 2 = Casual knowledge with some production experience
3 = Confident knowledge and production experience || 4 = Significant knowledge and production experience
5 = Power user

VITA

Animation

2016 "Angry Birds" • 3D Matte Painter

Production (Film and TV)

2015 "Fast 7" • 3D Matte Painter

2015 "Night at the Museum: Secret of the Tomb" • 3D Matte Painter

2014 "Transformers: Age of Extinction" • 3D Matte Painter

2014 "The Maze Runner" • 3D Matte Painter

2014 "The Giver" • 3D Matte Painter

2013 "Thor: The Dark World" • 3D Matte Painter

2013 "Star Trek Into Darkness" • 3D Matte Painter/Concept Artist

2013 "After Earth" • 3D Matte Painter/Concept Artist

2012 "The Grey" • 3D Matte Painter

2012 "Lawless" • 3D Matte Painter

2011 "Friends with Benefits" • 2D Matte Painter/Concept Artist

2011 "Fringe" (TV) • 3D Matte Painter

Cinematics (Games)

2011 "Spyro" • Concept Artist

2010 "Iron Man 2"(SEGA) • 2D Matte Painter

Commercials

2013 Nike "Coldweather" • 3D Matte Painter

2013 Kia "Optima" • 3D Matte Painter

2013 Northrop • 3D Matte Painter

2013 Kellogg's • 3D Matte Painter

2013 Mitsubishi "Outlander" • 3D Matte Painter

2013 Chevy "Proof" • 3D Matte Painter

2013 Disney "Be Our Guest" • 3D Matte Painter

2012 Sony Playstation • 2D Matte Painter

2011 Jeep (Call of Duty video game spot) • Storyboard Artist

2011 Burger King (Transformers 3 spot) • Storyboard Artist

2011 McDonald's (Chicken McNugget's) • Storyboard Artist

Education

Academy of Art University • BFA in Visual Effects- 2008

SUNY Geneseo • BFA in Fine Art- 2001