

Megan E. Dolman

3D Visual Effects Artist

PROFILE

An artist with 15 years professional experience in character animation, facial and body motion capture as well as camera animation and layout. A leader and supportive team member with the unique combination of artistry and technical prowess. A dedicated problem solver who foresees roadblocks and implements solutions with a positive attitude. Someone who is determined to meet deadlines while delivering only the very best work.

SKILLS

- **3D Character Animation** - Hand key animation and match animation.
- **Motion Capture** - Facial and body capture, retargeting, animation cleanup & enhancement for humans & creatures.
- **Camera** - Previs, tracking, rig setup, post move and 3D compositing.
- **Layout** - Design, creation and setup of 3D environments.

SOFTWARE/CODING: Maya, Nuke, Track, Zeno, After Effects, 3D Equalizer, PFTrack, Photoshop, Illustrator, HTML5, Linux, Phpbb, CSS and light MEL scripting.

EDUCATION

Animation Mentor

Online Character Animation School
January 2008 - June 2009
Animation Certification

Academy of Art University

San Francisco, CA
January 2002 - June 2005
B.F.A. Animation and Visual Effects
Emphasis on 3D Character Animation
Finalist 2005 Spring Show

University of Colorado

Boulder, CO
September 1995 - June 1999
B.S. Broadcast Production Management
Minors in English and Film
Member of the Golden Key International Honour Society
Dean's List all semesters 1995 - 1999

Experience

Industrial Light & Magic - San Francisco, CA (Sept. 2013 - Present)
Completed over 20 Feature Film and Commercial Projects. Highlights:

- **"The Mandalorian"** Duties: Animation blocking of Mandalorian and additional digidoubles. Placement and blocking of Razor Crest and background ships. Camera match, set extension and post moves.
- **"Star Wars: The Last Jedi"** Duties: Multiple plate camera set-up, character and creature animation blocking, character match animation and 3D compositing. Placement of background ships and AT-M6s. This layout was used for full Kylo vs. Luke sequence.
- **"The Irishman"** Duties: Facial capture, retargeting and animation clean-up using the Flux system. As senior artist, worked directly with pipeline supervisors, performing tests and providing input to adjust and fine-tune Flux pipeline.
- **"Battlefront II - Commercial"** Duties: Lead Layout artist. Responsible for all cameras and asset layout from previs to final. Worked directly with VFX Supervisor, stitching live-action plates, animating CG cameras, animation blocking of moving assets and responsible for final 3D layout matching storyboards.
- **"Solo: A Star Wars Story"** Duties: Placement and keyframe animation of cg train and cg camera for multiple shots. Blocking for Beckett and Trooper digidoubles. Principal layout artist in San Francisco coordinating directly with the London team.
- **"Dr. Strange"** Duties: 3D compositing of challenging multiple plate shots, using varying lenses and shot angles. Projected plates onto matched camera cards and matched digidoubles, cameras and cards then properly integrated and animated within 3D space.

Digital Domain - Venice, CA (October 2007 - August 2013)
Completed over 15 Feature Film projects. Highlights:

- **"Iron Man 3"** Duties: Keyframe character animation of Iron Man as well as animation of digidoubles representing additional characters.
- **"G.I. Joe: Retaliation"** Duties: Facial character animation and injury animation on dual characters layered one on top of the other. Maintained structure of animation while blending cg with live action plate.
- **"Real Steel"** Duties: Keyframe character animation of Robot fighters. Motion capture cleanup and adjustment. Also the first 3D artist on the show, integrating set assets and providing 3D cameras to on-set VFX artists while film was still shooting principal photography.
- **"The Curious Case of Benjamin Button"** Duties: Shot cam and witness cam solves. Head replacement, head tracking, camera tracking, object tracking, animation set-up.

Thank you for your consideration