

Seth Lippman

Pipeline Developer / Technical Director / Lead Visual Effects Artist

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Work Experience

September 2015 - Current	Walt Disney Imagineering - Glendale, California	Principal Visual Effects Designer
February 2015 - August 2015	Method Studios - Santa Monica, California	Senior Pipeline Developer
May 2013 - February 2015	RGH Themed Entertainment - Woodland Hills, California	Pipeline Technical Director
October 2011 - March 2013	DisneyToon Studios - Glendale, California	FX Lead
August 2010 - August 2011	Dreamworks Animation - Glendale, California	Crowds / FX Artist
June 2010 - July 2010	Flat Earth Productions - Burbank, California	FX Technical Director
February 2008 - March 2010	CafeFX - Santa Maria, California	CG Supervisor
December 2005 - February 2008	Charlex - New York City, New York	Supervising Technical Director
February 2005 - November 2005	Curious Pictures - New York City, New York	CG Supervisor
June 2004 - February 2005	Blue Sky Studios - White Plains, New York	FX Technical Director
January 2003 - May 2004	PDI DreamWorks - Redwood City, California	FX Lead
August 2000 - October 2002	Weta Digital - Wellington, New Zealand	3D Sequence Lead
February 1999 - August 2000	Sony Pictures Imageworks - Culver City, California	Technical Director
April 1998 - February 1999	Pacific Title / Mirage - Hollywood, California	Technical Director

Skills

Mel / Perl / Python Scripting – Pipeline Design and Tool Development – Production Database Programming (Shotgun / SGTK)
Maya Procedural Animation – Particles / Dynamics / Fluids (RealFlow) – Crowd Simulation (Massive)
Project Bidding – Artist Allocation – Team Building

Credit List Highlights

Planes: Fire and Rescue - DisneyToon Studios - Additional FX Supervision

Planes - DisneyToon Studios - FX Lead

The Secret of the Wings - DisneyToon Studios - FX Lead

Puss in Boots - Dreamworks Animation - FX Artist

Kung Fu Panda 2 - Dreamworks Animation - Crowds Artist

Alice in Wonderland - CafeFX - CG Supervisor

G Force Go! – G Force Rap Music Video - CafeFX – VFX Supervisor

G.I. Joe - CafeFX - CG Supervisor

Red Cliff - CafeFX - CG Supervisor

Robots - Blue Sky Studios - FX Technical Director

Shrek 2 - PDI | DreamWorks - FX Lead

LOTR: The Two Towers - Weta Digital - 3D Sequence Lead

LOTR: Fellowship of the Ring - Weta Digital - Technical Director

Hollow Man - Sony Pictures Imageworks - Technical Director

What Dreams May Come - Pacific Ocean Post - 3D Artist

Starship Troopers - Pacific Ocean Post - 3D Artist

Devils Advocate - Pacific Ocean Post - 3D Artist

Full List Available at: <http://www.imdb.com/name/nm0513670>

References

Blake Sweeney - Head of Software
Andrew Honacker -VFX Supervisor
Melissa Kurtz - Associate Producer

Method Studios - Santa Monica, California
RGH Themed Entertainment - Woodland Hills, California
DisneyToon Studios - Glendale, California

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Community

Siggraph 2015 Vendor Presenter – Autodesk Shotgun – “One Deluxe. One Shotgun” on behalf of Method Studios

Siggraph 2006 Sketch Presenter – rats ad infinitum – Article #17 presented with Karl Coyner on behalf of Charlex / One Rat Short

Siggraph 2004 Course Co-Presenter – Crowd and Group Animation – Quick Summary of New Technologies and Techniques used in Shrek 2 Crowds

Siggraph 2002 Maya Master Class Instructor – Keyframes, Rigid Body Dynamics, and Particle Geometry in Lord of the Rings