Kirk L. Dunne

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Employment

ImageMovers Digital   2007-2011

"Yellow Submarine"   Motion Capture Artist
"Mars Needs Moms"   Motion Capture Artist
"A Christmas Carol"   Motion Capture Artist

Lightstorm Entertainment (Playa Vista)   2007

"Avatar"   Production Assistant

Experience

Asset Tracking and Management - ImageMovers Digital - Motion Capture Department
- Oversaw all aspects of physical asset tracking on all of our IMD productions.
- Managed assets from creation to completion during times of pre-production to after wrapping in our Shotgun software database.
- Used our smaller "Pre-Cap" Volume stage to capture a Range Of Motion for hundreds of markered assets, both static and articulating.
- Directed specific asset marker placement with the Props, Set Decoration and Wardrobe Departments.
- Photographed thousands of assets as a visual reference for; the animators, the real-time tracking software and as a quick visual cue for our entire pipeline.

Barcoding - ImageMovers Digital - Motion Capture Department
- Oversaw all aspects of physical asset barcoding on all of our IMD productions.
- Created our standard barcode format style in both 1D/128 and QR barcodes.
- Directed the names and naming conventions of our assets.
- Daily tracking, database management and labeling of thousands of assets on each film.
- Used proprietary software to manage a visual, real-time update of my asset tracking for all our crew.

Data Tracking - ImageMovers Digital - Motion Capture Department
- Trained and assisted in Vicon Blade to fix the sixty virtual bodysuit markers of the actors.
- Using the raw marker data, I cleaned and re-label markers, in addition to filling any gaps in the shot.
- Assisted in the stage setup, initialization and calibration of both our motion capture Volume's.
- Assisted the Technical Director in understanding any articulating assets that I had previously motion captured so he could build the virtual counterpart for DLO (Directors Lay Out).

Actor Reference Photography - ImageMovers Digital - Motion Capture Department
- Assisted on extensive Range Of Motion photography sessions with additional close-ups for 3D skin textures of key actors.

Skills

Proficiencies
- Autodesk Maya, Pixologic ZBrush, Google Sketchup, Adobe Photoshop and Illustrator, Vicon Blade.
- Windows and Macintosh Operating Systems, Microsoft Office Suite, Shotgun and Digital Photography.
- I regularly freelance in 2D/3D; illustration, concept, graphics and image manipulation.