

Kenneth Au

Digital Artist

Los Angeles, CA

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The mission is to work with companies in the business of digital production in a healthy creative atmosphere for light minded individuals. Engage with team and staff, sharing the magic of art and technical expertise.

Authorized to work in the US for any employer

Work Experience

Matchmove / Roto / Compositing

Stept Studios – Los Angeles, CA

Sep 2020 – Oct 2020

Part of a gaming promotional project with CG & live action. Worked closely with VFX supervisor on set for matchmove in a green stage. Roto and key mattes support for compositor. Final composite all 27 shots in 5 weeks and prep for delivery.

software: PFTrack, Nuke, Nuke Studio, Silhouette, MochaPro

skills: Matchmove for Maya, Comp elements from Arnold AOVs, Cryptomatte & UV to STMaps

VFX Supervisor/Compositor

Exceptional Minds Studio - Sherman Oaks, CA

April 2016 to March 2020

Supervise all VFX related projects, training and mentor artist. Help bidding process, support I/O, and implement tech specs and final checks for deliveries. Understand and support VFX work flow and setups proper colorspace, CDL, and Avid. Support video vault maintenance and asset library organization.

Software: Nuke X, Nuke Studio, After Effects, Premiere Pro, Mocha AE, Silhouette, Deadline, CARA VR, AVP, APG, Skybox Studio.

Skills: Roto, Paint, Re-time, Editing, Monitor Burn-ins, Keying, Rig Removal, Projections, Nuke Particles, Nuke Smart Vector, 360 stitch and comp.

Nuke Compositor

Elysian Field Entertainment - Los Angeles, CA

November 2015 to February 2016

Look development and final comps for a sci-fi film. Working with Arnold multi-channel renders, greenscreen plates and 3D comp integration.

Skills: Green screen keys, Rig removal, Roto paint, Planar Tracking, positiontopoint, p_matte. Use of facility gizmo, OCIO with Aces workflow.

Nuke Compositor

PIXOMONDO LLC. - Beijing, China

April 2015 to July 2015

Nuke compositor on a major Chinese feature film. Worked with VFX Supervisor for look development on master shots and final composites. Master where used as reference and template for other compositors both in-studio and outside vendors.

Skills: Green screen keys, Rig removal, Roto paint, Matte painting projections, 2D, 3D & planar tracking plus warping. Use of facility gizmo, Shotgun job tracker, Deadline renderer and RV playback.

Producer/ Colorist/ 5.1 Surround Mastering

Kenau Pictures Production - Island Dreams 2014

Aug 2012 - Dec 2014

Kenau Pictures Production was an indie film company started up by Kenneth Au & Fredalaine Au. I created the concept and characters for the film Island Dreams 2014. The film was shot in the Philippines in 7 days with a small cast and crew. Is a romantic comedy that features interracial relationships. I also worked as a colorist/editor for the film and remix the final sound track in 5.1 surround. Premiere Pro was use for editing and color grading. I authored and published the film on DVD and trans-code for streaming services like Amazon Prime.

On Set VFX Supervisor

Fida Films - İstanbul

June 2012 to July 2012

On set VFX Supervision & Consultation for production of Canakkale 1915 Resurrection

Worked on set as a VFX Supervisor to support and advice over 100+ VFX shots for the recreation documentary of a WWI battle Canakkale 1915 in Canakkale, Turkey. Offers technical skills and making sure each VFX shots has the necessary requirement for digital production. Other duties include communication between post-production and VFX production company of daily progress and facilitate their needs and technical requirements for their digital pipeline.

Skills: Shoot HDRI reference balls, logistical survey, direct blue-screen shoots, tracking application, track all VFX shots, camera logs and reference stills. Also test detail shots on NukeX for keying abilities.

Film Credit: Çanakkale 1915

On Set VFX Supervisor

Aksoy Film - İstanbul

May 2011 to July 2011

On set VFX Supervision & Consultation for production of Conquest 1453 Battle Sequence

Worked closely with director, producers, set supervisor and assistant directors for production planning all the way to onset supervision of battle sequences. Give advice to

color grading & editing sessions. Also supervised element shooting such as practical, clean plates and background plates using traditional film and digital camera (RED Epic). I'm also responsible for communication with VFX studio and delivers digital stills, daily notes and camera logs.

Skills: Shoot HDRI reference balls, logistical survey, direct blue-screen shoots, tracking markers application, track all VFX shots, camera logs and reference stills. Test shots on NukeX for keying abilities.

Film Credit: Conquest 1453

Sequence VFX Supervisor

EPics- Ciudad de México, CDMX

August 2010 to November 2010

Contract for the war epic film 'Conquest 1453'. Work with in-house supervisor to create various shot sequence for staff artist. Plan daily review for production progress with group meetings and individuals. Plan daily web meeting with production house for approval of shots to final stages. Created shot sequence management update on Excel. Provide recommendation of software and training for staff.

Also demo various technical skills on how to make a shot work.

NukeX Skills: Pipeline setup, demo of operations, 3D Camera tracking, 3D Compositing and Stereoscopic Compositing

Credits: Conquest 1453, Gasprom (stereoscopic short film), Jelibon (commercial spot)

Onset VFX Coordinator/Supervisor

Menfond - Hong Kong, HK

July 2009 to September 2009

Onset VFX consultant for the movie 'The Karate Kid' with Jackie Chan and Jaden Smith. Responsible for working with director, producers and technical crew on visual effects requirements and oversee all VFX filming. Created and document VFX scene breakdown of elements and took necessary digital stills for VFX studios.

Film Credit: The Karate Kid

Compositor/Inferno Artist

Rhythm & Hue Studio - Los Angeles, CA

March 1999 to October 2008

Worked on various films and commercials with proprietary node base software (identical to Shake/Nuke) and Discreet Inferno from research and development stage to finalized shots assigned by supervisors. I also worked with outside production crew, art directors, directors and film studio reps for demos and dailies. Composed final shots from varies elements including film scans, matte painting, practical plates & CGI elements into a finished finalized shot for delivery.

Credits: End of Days, Anna and the King, Fantasia/2000, Battlefield Earth, Hollow Man, Little Nicky, Red Planet, Dr. Dolittle 2, Harry Potter and the Sorcerer's Stone, The Sum of All Fears, Scooby-Doo, Stuart Little 2, Solaris, Daredevil, X-Men 2, Dr. Seuss' the Cat in the Hat, Garfield, Around the World in 80 Days, Flight of the Phoenix, Elektra, The Skeleton Key, The Fast and the Furious: Tokyo Drift, Superman Returns, Charlotte's Web, Night at the Museum, The Kingdom

Digital Artist/ Compositor

VIFX - Los Angeles, CA

July 1997 to February 1999

Screen Graphics & Digital Compositor for film. After Effects and Propriety Node-base compositing system (Chalice).

Skills: greenscreen, roto/paint, tracking

Feature Film Credits: Face/Off, Titanic, The X files, Star Trek: Insurrection

Education

Bachelor's in Computer Graphics

Pratt Institute - Brooklyn, NY

February 1986 to July 1990

Skills

- Adobe Photoshop
- Adobe Premiere
- Nuke (10+ years)
- Maya/Arnold (Less than 1 year)
- 3ds Max/Vray (Less than 1 year)
- CityEngine (Less than 1 year)
- pf-track (Less than 1 year)
- Unreal Engine/Composure (Less than 1 year)

Links

Demo reel & portfolio - <http://www.aufx.com/demo-reel.html>

LinkedIn - <https://www.linkedin.com/in/kennethau/>

Imdb - <https://www.imdb.com/name/nm0041236>

Reference

Susan Zwerman

Studio Executive Producer for Exception Minds Studio

susanzwerman@gmail.com

818-618-1996

Craig Seitz

In-house VFX Digital Supervisor, Carnival Row - Season 2

craigseitz@gmail.com

Harry Lam

VFX Supervisor for Pixomondo, China

hlam@me.com