Marc Purnell

Freelance digital artist
marc.purnell@gmail.com

Credits:

2013 - **Circus in the Sky** (Assistant Director & Visual Effects Supervisor: Illusive Sound)
     ('Bliss n Eso' Music video & Album trailer)
2013 - **Act your Age** (Assistant Director : Illusive Sound)
     ('Bliss n Eso' Music video)
2013 - **The Wolverine** *(Matchmover : Rising Sun Pictures)* (Feature Film currently in production)
2013 - **I, Frankenstein** *(Matchmover: Rising Sun Pictures)* (Feature Film currently in production)
2011 - **Ghost Rider: Spirit of Vengeance** *(matchmover : Iloura)* (Feature Film)
2011 - **Killer Elite** *(matchmover : Iloura)* (Feature Film)
2010 - **The Warrior's Way** *(modeller : Photon VFX NZ)* (Feature Film)
2009 - **Harry Potter and the Half-Blood Prince** *(modeller : Rising Sun Pictures)* (Feature Film)
2009 - **Terminator Salvation** *(modeller : Rising Sun Pictures)* (Feature Film)
2007 - **Animalia** *(previsualization artist : Animalia Productions)* (Animated TV Series)
2010 - **2012 London Olympic Games** *(Motion Capture Studio Technician : SEGA Studios)* (Next Gen Xbox, PS3 & Wii Console Game)

Specialties: Software Knowledge:
Photography, Maya, 3D Equalizer, Nuke, Syntheyes, Zbrush, Mudbox, PF Track, Matchmover, Ipisoft, Vicon Blade, IQ 2.5, Motion Builder, PhotoShop, After effects, UV layout, Lightroom.

Experience:

Film & Visual Effects / Animation / Photographer
January 2012 - Present (1 year 5 months)
Providing freelance pre-production, post production and on location services to Gold Coast, Brisbane, Melbourne and Sydney film production and advertising studios. Major Clients, Bliss n Eso, Alt VFX, Foto Media, Roam Film & Post.
www.marcpurnell.com

Lecturer & Tutor at Griffith University - Queensland College of Art
July 2012 - November 2013
Lecturer & Tutor of CGI Animation   (2013)
Lecturer & Tutor of Post Production (2012 & 2013)
Lecturer & Tutor of Motion Capture (2012)

Senior Matchmover at Rising Sun Pictures

February 2013 - April 2013 (3 months)

The Wolverine *(2013)*
I, Frankenstein *(2014)*
Live action tracking and digital double rotomation for claw replacement and other visual fx. Matchmove, camera tracking & layout. 3DEqualiser, Maya & Nuke.
1 recommendation available upon request

Audio Visual Technician - Working Holiday (Canada) at PSAV

October 2011 - December 2011 (3 months)

Setting up professional audio and visual equipment for small conferences to large stage productions at the Banff Springs Fairmont Hotel.
Lake Louise Downhill World Championships, Alberta National Health Convention, Food Fantasy Festival. Also broadcast & robotic camera operator.

Matchmover at Digital Pictures Iloura

October 2010 - May 2011 (8 months)

Ghost Rider: Spirit of Vengeance *(2012)*
The Killer Elite *(2011)*
Tracking live action footage to create integrated 3d environments, props and characters/digital doubles. Also track full characters, clothing, vehicles and environments for lighting interactivity, added animation and fx. Also some asset modeling and texturing.
Syntheyes, Maya, Nuke
3 recommendations available upon request

Lecturer / Tutor of Motion Capture at Griffith University

July 2010 - October 2010 (4 months)

Teaching the elective subject **'Motion Capture'** to 3rd year and post grad students of film, game design and animation degrees at Griffith University. Taking the students through the many forms of mocap and exploring the possibilities of the exciting way to create animation.
Training the students in Vicon Blade & Motion Builder and assisting with the students project work.
Setting up a Vicon 8 MX40+ capture volume and supervising students recording their own motion capture.

Motion Capture Studio Technician / Motion Editor at Sega Studios Australia

October 2009 - September 2010 (1 year)

2012 London Olympic Games *- Next Gen Console Game*
Creating advanced mocap volumes to record Motion Capture. Managing data, actors and athletes during mocap shoots. Creating the front end of animation pipeline for London Olympics 2012 next gen console game. *Completed training coarse in Blade by Vicon. Completed training coarse in Motion Builder by Autodesk. Trained new staff the Vicon Blade software package and animation pipeline.*

Modeller at Rising Sun Pictures
January 2009 - March 2009 (3 months)
Terminator Salvation *(2009)*
Modeled & UV'd Human resistance attack submarine previz / layout for Submarine and Hunter killer sequences. Ncloth simulations & destruction of Submarine explosion.
1 recommendation available upon request

Teaching Fellow at Bond University
September 2008 - December 2008 (4 months)
3d modeling, animation and video integration.

3D Environment Modeler at Photon VFX
August 2008 - August 2008 (1 month)
The Warriors Way *(2009)*
Modeled several 1800's style building and landscapes.

3D Modeller at Rising Sun Pictures
March 2008 - July 2008 (5 months)
Harry Potter and the Half Blood Prince (2009)
Modeled & UV'd Slughorn's clothing, head, and chair for the 'Chair transformation' sequence. Also modeled 50+ blend shapes for the chair to morph into the pajamas. Modeled & UV'd several hero props (Chandelier, Snow globe) for the 'Room Transformation' sequence. All props had to shatter and reform which involved a high level of coordination between myself and other team leads. Also modeled landscapes for background extensions.
6 recommendations available upon request

Previzualisation Artist at Rising Sun Pictures
January 2008 - January 2008 (1 month)
Xmen Origins: Wolverine *(2009)*
Fox Studios

Previsualization Artist at Animalia Productions
January 2007 - November 2007 (11 months)
'Animaila' - the animated TV series
Created hundreds of 3d animated shots for the animated television series called 'Animalia' using Maya.
Warner Brothers Studios
2 recommendations available upon request

Senior 3D Structural Steel Detailer at Network Drafting Services pty ltd
March 2003 - January 2007 (3 years 11 months)
Create fully orbital 3D models containing structural steel details using StruCad

Education:

Griffith University
Bachelor, Animation, 2003 - 2006

Griffith University
Certificate, Cyber Studies, 2001 - 2002

Prolific Productions at QPIX
Certificate, Film making and film directing, 2001 - 2001

Australian Acting Academy
Certificate, Stage and Film Acting, 1999 - 2000

3 of the 13 people that have recommended Marc:
other references available via request or online at: au.linkedin.com/in/marcpurnell

"Marc has proven to be a valuable asset to the camera team and was doing so by barely needing supervision. He has high standard for his own work that made my approval process a routine. It was a great loss to see him go and I will certainly put him on the list of people to hire again in my team."
— **Eric Gambini***, Head of Camera / Layout, Rising Sun Pictures*, managed Marc at Rising Sun Pictures

"Marc is one of those people that you just want on your team. I breath a sigh of relief every time I get to work with him on an asset as I know he cares about his work-and delivers great quality work every time. Not only is he a great modeller but he takes great care to look up and downstream in the pipeline to ensure everyone on the team is working together and communicating what is to be needed for the next person. He is a great person on top of his expertise in VFX- a real pleasure to work with and never loses his cool or gives up and delivers anything less than his best."
— **Jesse Balodis***, texture artist, Rising Sun Pictures*, worked directly with Marc at Rising Sun

"Marc was a lead modeler on Harry Potter and the Half-Blood Prince. The variety of modeling that had to be done on this job was pretty amazing so Marc was exposed to a large variety of work involving both organic and mechanical modeling. Marc never took any shortcuts and he followed the brief to a T, and no matter how difficult or ambitious the work was, Marc always maintained a positive attitude and was always keen to help. Marc was also good about bringing his ideas to the table which made my job as a supervisor a lot easier. Marc is friendly, communicates very clearly and is very easy to work with. I would love to have Marc as part
of my team in the future."
— **Gregory Yepes***, VFX Supervisor, Rising Sun Pictures*, managed Marc at Rising Sun Pictures