

Christopher Ryan

On-Set Supervisor DFX Supervisor CG Supervisor

About Me

On-Set Supervisor, DFX Supervisor, CG Supervisor – I have 25 years of experience in virtually every aspect of visual effects, working with clients from pre-production to the final product with a creative and technical eye. My knowledge of VFX software is extensive and I have written many custom tools to speed up the production processes. I am known for successfully delegating, mentoring, managing people and projects, and developing efficient time saving techniques. I am a team player and I am able to fit into one or multiple roles depending on the production requirements. I am open to travel and have worked in India and China for previous shows.

For my on set work, beyond the standard criteria, I can provide photogrammetry for small and large scale, concept modeling, previsualization, and other 2D/3D skills.

Most recently I have worked on Snowpiercer Season 1 as a DFX Supervisor at Method Studios. My relationship that I built with the client, facilitated my role as the On-Set Supervisor for Snowpiercer Season 2.

Contact Information



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Demo Reel/Trailers

Demo Reel 2014: Snowpiercer: Black Panther trailer: The Christmas Chronicles Trailer: The Finest Hours: https://vimeo.com/102681589 (password: sincity2) https://www.youtube.com/watch?v=IGcJL6TG5cA https://www.youtube.com/watch?v=xjDjIWPwcPU https://www.youtube.com/watch?v=YaeDa_Uempk https://www.youtube.com/watch?v=BQmllwTKtqU

Work History

Number 18 Production Ltd. (09/2019 to 04/2020)

On-Set Supervisor

On set VFX Supervision Working with Director and 1st AD on VFX setups Communicating VXF shot requirements to various departments (SPFX, Lighting, etc..) On set data collecting (camera information, photos, HDRIs, photogrammetry, etc...) Collecting assets from previous vendor and packaging for distribution (3D and 2D assets)

Method Studios Vancouver (04/2017 to 09/2019)

DFX/CG Supervisor

Client communications Shot and Asset bidding Artist management and organization of the 3D team Reviewing of Artists work Management of information between departments, workflows, and priorities Developing techniques to optimize show performance, including the creation of new Python applications based on show needs

Fuse Vancouver (10/2016 to 04/2017)

Head of CG

Artist management and organization of the 3D team

Hiring of artists and performance evaluation

Facilitate with Los Angeles for pipeline development

Define best practices in regards to outsource ingestion, 3D asset creation, lookdev, dailies, etc

Developing techniques to optimize show performance, including the creation of new Python applications based on tool or show needs

Shot support includes MEL/Python scripting, Particle FX, Cloth Simulation, Color & Lighting, Rigid Body Simulations, and Modeling

Psyop Vancouver (04/2016 to 10/2016)

Head of CG Film & Television

Artist management and organization of the 3D team

Bidding and shot breakdowns

Hiring of artists and performance evaluation

Facilitate with New York and Los Angeles for pipeline development

Define best practices in regards to outsource ingestion, 3D asset creation, lookdev, dailies, etc...

Developing techniques to optimize show performance, including the creation of new Python applications based on tool or show needs

Shot support includes MEL/Python scripting, Particle FX, Cloth Simulation, Color & Lighting, Rigid Body Simulations, and Modeling

Prime Focus/DNEG Mumbai (10/2015 to 03/2016)

CG Supervisor

Management and organization of the 3D team

Providing support in the implementation of the DNEG pipeline

Shot reviews with multiple departments

Outlining show requirements in terms of bidding, hardware, software, and personnel Developing techniques to optimize show performance, including the creation of new Python applications based on tool or show needs

Shot support includes MEL/Python scripting, Particle FX, Cloth Simulation, Color & Lighting, Rigid Body Simulations, and Modeling

MPC (10/2014 to 10/2015)

CG Supervisor (The Finest hours)

Management and organization of the 3D team

Shot reviews with multiple departments

On set supervision

Developing techniques to optimize show performance, including the creation of new Python applications based on tool or show needs

Shot support includes MEL/Python scripting

Prime Focus Vancouver (12/2009 to 10/2014)

CG Supervisor (08/2012 - 10/2014)

Management and organization of the 3D team on multiple concurrent shows (local and cross-site)

On set supervision and set design

Outlining show requirements in terms of bidding, hardware, software, and personnel Developing techniques to optimize show performance, including the creation of new Python applications based on tool or show need

Shot support includes MEL/Python scripting, Particle FX, Cloth Simulation, Color & Lighting, Rigid Body Simulations, and Modeling

Head of Pipeline Vancouver (06/2011 – 08/2012)

Supervision of the local pipeline team Collaboration with IT on efficient usage on machines and software Contribution and implementation of global pipeline design and development Interfacing with production, artists, and shows on pipeline requirements Development of show applications MEL/Python Scripting

Technical Director (12/2009 - 06/2011)

Particle FX Cloth Simulation MEL/Python Scripting Color and Lighting

Composite Image Systems Hollywood (04/2003 to 11/2009)

CG Supervisor

On-Set Supervision Project Management CG Supervision Particle FX MEL Scripting Color and Lighting Compositing Animation

MetroLight Studios (05/1995 to 03/2003)

CG Supervisor

CG Department Staff Management Project Management Pipeline Development CG Supervision On-Set Supervision Knowledgeable 2D and 3D Production Experience

Credits

Motion Pictures The Christmas Chronicles - DFX/CG Supervisor Black Panther - CG Supervisor Birth of the Dragon- CG Supervisor The Huntsman – CG Supervisor Gui Chui Deng: Jing Jue Gu Cheng (Beijing) – CG Supervisor The Interview – Technical Director Sin City 2 - Global CG Supervisor The Great Gatsby - CG Supervisor Black Skies/Category 6 - CG Supervisor White House Down - CG Supervisor Total Recall - Head of Pipeline Men In Black 3 - Head of Pipeline Final Destination 5 – Technical Director Transformers: Dark Side of the Moon - Technical Director Green Lantern – Technical Director X-Men: First Class - Technical Director The Big Year - Technical Director Tron Legacy - Technical Director Sucker Punch - Technical Director G.I. Joe - CG Supervisor Fast & Furious - CG Supervisor Watchmen - CG Supervisor Twilight - CG Supervisor Beverly Hills Chihuahua - Technical Director The Express - Technical Director Tropic Thunder – Technical Director Speed Racer - Technical Director Leatherheads – Technical Director Meet Dave - Technical Director Evan Almighty - Technical Director Ocean's Thirteen – CG Supervisor We Are Marshall – CG Supervisor Smokin' Aces - CG Supervisor The Good German - CG Supervisor Idlewild - Technical Director You, Me, and Dupree - Technical Director The Fast and Furious: Tokyo Drift - Technical Director The Shaggy Dog - CG Supervisor Ultraviolet - Technical Director Eight Below - Technical Director Flightplan - Technical Director Herbie Fully Loaded - Technical Director Ice Princess - Technical Director Team America – Technical Director Ocean's Twelve - Technical Director Beautyshop - Technical Director Constantine - Technical Director Chronicles of Riddick - Technical Director Van Helsing - Technical Director Paparazzi - Technical Director Paycheck - Technical Director Matrix Revolutions - Technical Director Haunted Mansion - Technical Director Scary Movie 3 - Technical Director Pirates of the Caribbean - Technical Director Spy Kids 3D - Technical Director 2 Fast 2 Furious - Technical Director Gods and Generals - CG Supervisor Pulse - Compositor Below - CG Supervisor A View from the Top - CG Supervisor Rat Test - Technical Director My Boss's Daughter - CG Supervisor Iron Monkey - CG Supervisor Jay & Silent Bob Strike Back - CG Supervisor Josie and The Pussycats - Compositor Driven - CG Supervisor Red Planet - Technical Director Champs Test - CG Supervisor

Motion Pictures (continued)

Impostor – CG Supervisor Jack Frost: Opening Title – Technical Director For Richer or Poorer – Technical Director Kull the Conqueror – Technical Director Virtuosity – Technical Director

Television Pictures

Snowpiercer – S1: DFX Supervisor, S2: On-Set Supervisor Prison Break (2016) – Head of CG/CG Supervisor Legion– Head of CG/CG Supervisor A Series of Unfortunate Events – Head of CG/CG Supervisor Timeless – Head of CG/CG Supervisor Zoo – Head of CG/CG Supervisor Cosmos – CG Supervisor Angels in America – Compositor Jammy – CG Supervisor Seven Days: Opening Sequence – Technical Director Back Street Boys "Larger Than Life" – CG Supervisor Antz II Test – Technical Director From the Earth to the Moon – Technical Director

Commercials

The Christmas Chronicles – DFX/CG Supervisor MovieTickets.Com – (CG Supervisor AMC - Technical Director Suzuki: Hayabusa Motorcycle – CG Supervisor California Lottery: Spanish – Technical Director Panasonic HD Television – Compositor Science Diet – Technical Director Avex Group – Technical Director Lucky Goldstar – Technical Director

Specialty Motion Pictures

Museum of the Bible (TEST) – CG Supervisor AMC Theaters Opening – CG Supervision Siegfried and Roy IMAX 3D – CG Supervision Buzz Lightyear's Wild Spin – CG Supervision Poseidon's Adventure – Technical Director

Additional Information

Linkedin: <u>https://www.linkedin.com/in/nogardvfx</u> IMDB: <u>https://www.imdb.com/name/nm1392934/?ref_=fn_al_nm_1</u> Visual Effects Society: 20+ year member

References

Geoff Scott (VFX Supervisor): Brett Dowler (VFX Producer): Hamish Schumacher (VFX Supervisor): Tim McGovern (VFX Supervisor): Kyle Jefferson (Director): geoff.d.e.scott@gmail.com bdowler@gmail.com hamishue@hotmail.com timmcgovern624@gmail.com kjefferson@mac.com