

MICHAEL DEBEER, M.F.A.

CG INTEGRATION ■ MATCHMOVING ■ STEREOSCOPIC TRACKING

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EXPERIENCE

- OCT 2011 – present** **Integration Artist, *JACK THE GIANT KILLER***
Digital Domain, Venice, CA
- Stereoscopic camera and object tracking; 3ality rig
 - Articulate character rotomation for dynamics and shadows
- JUL 2011 – OCT 2011** **Integration Artist, *THE GIRL WITH THE DRAGON TATTOO***
Digital Domain, Venice, CA
- CG head and neck replacements
- AUG 2010 – MAY 2011** **Integration Artist, *TRANSFORMERS 3: DARK OF THE MOON***
Digital Domain, Venice, CA
- Stereoscopic camera and object tracking; Pace rig
 - Extensive survey recon based on point cloud data and photography
 - Created multiple cameras per shot for enviro matte paintings
- FEB 2010 – AUG 2010** **Integration Artist, *TRON: LEGACY***
Digital Domain, Venice, CA
- Stereoscopic camera and object tracking; Pace rig
 - CG head and neck replacements
- NOV 2009 – FEB 2010** **Senior Matchmove Artist, *THE SORCERER'S APPRENTICE***
Asylum VFX, Santa Monica, CA
- Camera, object tracking, and character rotomation
- MAY 2005 – SEP 2008** **VFX Director, *BLUE MAN GROUP***
Blue Man Productions, New York, NY
- Supervised matchmove shots/sequences on-set

SOFTWARE

TRACKING **PFTrack, Boujou, SynthEyes, MatchMover, Track**
3D / 2D **Maya, Max, vRay, After Effects, Nuke**

EDUCATION

- 2003** **M.F.A., The Academy of Art University, San Francisco, CA**
Computer Arts / Visual Effects
- 1998** **B.A., Lehigh University, Bethlehem, PA**
English