



David Aughenbaugh

RESUME – Motion Graphics Artist / Composer

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Member VES (415) 706-1619

EXPERIENCE

- Mar. '99 – present **Motion Graphics Artist, Composer** – Nuke, After Effects, Shake, Photoshop, 3D Stereo Animation Design and VFX for film, commercials, television, games. 2D & 3D animation, fx animation, 3D stereo, keying, multi-pass, plate reconst.
- Aug. '09 – Apr. '11 **PDI Dreamworks Animation** – Stereo Lighting & Compositing TA
Nuke & proprietary toolset - establish and support technical approach for sequence-based lighting and stereo compositing pipeline including creation of gizmos, groups, templates etc., perform shot-based renders and composites.
- Jan. '01 – July '02 **Keyframe, a division of Daktronics** – Composer, Animator, Editor, R&D
After Effects design and compositing, 2D/3D animation (Lightwave 3D).
Clients include: Super Bowl XXXV, NY Giants, NY Jets, Buccaneers and more.
- Feb. '00 – Aug. '00 **SeeMore Wildlife Systems Inc.** – Creative & Digital Technology Lead, R&D
Live streaming video of wildlife to the web using solar-powered robotic cameras.
Responsible for web presence, streaming technology, corporate identity.
Clients include NationalGeographic.com, Discovery.com, CA State Park System.
- Jan. '92 – Mar. '99 **Dynamix (Activision/Blizzard)** – Motion Graphics, Composer, editor, R&D
Digital video production from pre-prod. through post of 40+ CD-ROM titles.
- April '89 – Nov. '91 **American Film Technologies** – Digital Camera, Animator, R&D
Broadcast TV animation for cartoons and commercials, TD, 2D animator, Post.

HARDWARE / SOFTWARE

- Software..... Nuke, Shake, After Effects, Photoshop, Silhouette, Final Cut Pro, Mocha, SynthEyes, Twixtor, Vue.
- Systems..... Proficient with Mac OSX, Windows, Linux, some Python.
- Non-linear..... Final Cut Pro, some Avid.

EDUCATION

dvGarage
 San Diego State University
 Palomar College, San Marcos, CA
 Del Mar Public Access TV, Ch-37
 Cabrillo College, Santa Cruz, CA

Pixel Corps training program
 Graphic Design, Sculpture
 Transfer degree
 Community Producer Program
 Audio Recording Techniques

Telly Awards for work on Super Bowl XXXV, and "Skeeter Bites" TV show.



Personal and professional references available on request.



David Aughenbaugh
email: foggybog@gmail.com
Compositor – Motion Graphics

FILM

The Darkest Hour (Polygon VFX) 2011
Contribution: 7 shots, 3D stereo compositing, extractions, screen insertions. Software: Nuke

Megamind (Dreamworks Animation) 2010
Contribution: 8 sequences, 3D stereo, technical setup for sequence-based lighting, rendering and compositing, pipeline setup and support, gizmos, templates, etc.
Software: Nuke, proprietary toolset

2012 (Columbia Pictures) 2009
Contribution: 12 shots, screen extractions, plate reconstruction, retime boxing sequence.
Software: After Effects, Silhouette, Twixtor

Bedtime Stories (Disney Pictures) 2008
Compositing Supervisor: 3 sequences
Rooftop sequences: characters & environments, create & incorporate 2D/3D matte paintings of twilight city backgrounds including moving-camera lens distortion and atmospheric twinkle, using camera-tracking in 2.5D comps.
Software: AE, Shake, Nuke, Silhouette

Obsessed (Factory VFX) 2008
Contribution: 7 shots, wire & rig removal, plate reconstruction. Software: After Effects, Silhouette

Spiderwick Chronicles (Tippett) 2008
Contribution: 12 shots, character removal, facial reconstruction (remove eye-patch strap, re-create eyebrow from ref photos), wire & rig removal,
Software: After Effects, Silhouette, Mokey

On a Tuesday (independent) 2008
Contribution: 3 shots, object replacement (replace prop hand-held Fuji camera with Kodak camera).
Software: Shake, Silhouette

Kite Runner (CafeFX) 2008
Contribution: 5 shots, wire & rig removal, plate reconstruction. Software: After Effects, Silhouette

Enchanted (Tippett) 2007
Contribution: 6 shots, wire & rig removal with major costume reconstruction at harness attach points. Software: After Effects, Shake, Silhouette

Grindhouse / Death Proof (Orphanage) 2007
Contribution: 12 shots, plate reconstruction, wire removal. Software: After Effects, Shake, Silhouette

RECENT COMMERCIAL / BROADCAST / GAMES

EMC, large screen event, Compositor, FX Animator, 2011 Elastic Creative
Ghostbusters, (VG) theatrical trailer, Senior Compositor, FX Animator, 2009 Renkewitz Studios / Atari
ILFC / Smithsonian, large-screen event, Compositor, VFX Supervisor, 2008 Wild Plum
Ghostbusters, (VG) trailer, FX Anim. Compositor, VFX Supervisor, 2008 Activision/Blizzard
The Mummy, (VG) national spot, FX Animation & Compositor, 2008 Activision/Blizzard
The Bourne Conspiracy, (VG) national spot, 2.5-D pre-vis, comp & VFX sup., 2008, Activision/Blizzard
Crash & Spyro, (VG) theatrical spot, 3D match-move, comp, VFX sup., 2007, Activision/Blizzard
Ford Dealers, 3 regional spots, compositor, 2007, Rough House
Jeep World of Adventure, 2 episodes, edit, 2007, Beyond Pix
Mythbusters Intel spots, 3 segments, compositing & motion graphics, 2007, Elastic Creative
Adobe, promotion, compositing, 2007, Elastic Creative
Cisco Systems, numerous promotions, compositing & motion graphics, 2007, Elastic Creative
Activision/Blizzard, numerous promotions, compositing & motion graphics, 2007
Sun Solaris, promotion, motion graphics, 2007, Elastic Creative
Seagate, promotion, compositing, 2007, Elastic Creative
Epogen, promotion, compositing, 2007, Elastic Creative
Man Moment Machine, Hist. Ch., 4 episodes, motion graphics, 2006, AHA Productions
Autodesk, promotion, motion graphics, 2006, Elastic Creative