

PETER COLLAZO

PROFILE

I am an innate problem solver who endeavors to find creative solutions to difficult problems, as well as facilitating growth in the company by continually helping to reduce turnaround and improve the quality of work. Desiring to contribute to the success of a company by going above and beyond meeting expectations and deadlines.

TECHNICAL SKILLS

Vicon Blade – HSL, Custom VST & VSS Creation, Cleaning Data

Autodesk MotionBuilder – FB Python, Retargeting, blending, cycling

Autodesk Maya – Python, MEL, Modeling, Texturing, Lighting, Vray

Pixologic Zbrush – Character Sculpting

The Foundry Nuke – Basic compositing

Adobe Creative Suite – Photoshop, Illustrator, After Effects, Dreamweaver

WORK EXPERIENCE

ANIMATED STORY BOARDS, NEW YORK

11/15/13-PRESENT

Motion Capture Stage Manager

- Oversee team in acquisition of capture data and address problems as they arise
- Ensure that the stage floor is set up and staffed to meet the needs of the project
- Ensure talent contracts and all required supports are in place, such as choreographers, stunt coordinators and first aid
- Manage the development of props and all physical necessities required for the performance
- Responsible for scheduling and coordinating multiple projects
- Scripted a custom shot loader to take input data and load it into Blade and Motion Builder and start capture on two machines simultaneously
- Research and development for custom virtual camera with joysticks to control camera functions via MotionBuilder
- Implemented Faceware capture system for full performance capture
- Write and maintain scripts and tools for motion capture pipeline
- Responsible for the quality of the resulting shoot data
- Design and application of marker sets for actors
- Manage digital assets for real-time previs
- Recorded motion capture for high profile clients including Saatchi & Saatchi, Y&R, TBWA, Taxi, and BBDO

ANIMATED STORY BOARDS, NEW YORK**8/15/13-11/15/13**

Contract Consultant

- Identify problems and effectively implemented solutions
- Designed Vicon camera layout for best possible capture volume
- Ensure that the post processing pipeline is in place and functioning
- Improved real-time system in MotionBuilder while capturing data
- Coordinated with other departments, management and clients to achieve project goals
- Created custom internal company website for pipeline development

B15 STUDIOS, NEW YORK**8/01/12-8/02/13**

Motion Capture Specialist | 3D Artist

- Teenage Mutant Ninja Turtles (Previs for Paramount Pictures 2014)
Responsible for on location shoot and cleaning mocap data
- Retargeted motion capture data to assets using high end workflow
- Developed scripts and tools to speed up and automate pipeline processes
- Developed better workflows and toolsets for tracking, solving, and integration
- Post-processed motion capture data and ensured quality and continuity
- Created mocap safe props for use on stage floor

ONE ROSE FOR A CAUSE, NEW YORK**4/04/11-8/31/12**

Graphic Artist

- Responsible for designing print materials including, MLB boxes, business cards, point of purchase and brochures

EDUCATION**NEW YORK INSTITUTE OF TECHNOLOGY****MAY 2012**Bachelor of Fine Arts, *Magna Cum Laude*, Computer Graphics

- Selected for post-graduation motion capture research position
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