

ENRIQUE MUÑOZ

EXPERIENCE

Cinematic Artist, Lighting & Compositing

7/2014-Present

Blizzard Entertainment, Inc., Irvine, CA.

- Lighting and compositing prerendered cinematics.

Generalist / Lighting TD

5/2014-7/2014

Reliance MediaWorks VFX, Burbank, CA.

- Lighting and compositing shots from various complexities, full cg to blue/green screen integration.
- Edited materials and altered looks to meet shot requirements. R&D for looks of various assets.

Look Development Artist / Sr. Technical Director, Lighting & Compositing

3/2014-5/2014

RGH Themed Entertainment, Woodland Hills, CA.

- Lighting and compositing of massive shot for dome film experience.
- Edited materials and altered looks to meet shot requirements. R&D for looks of various assets.

Compositor

3/2014-3/2014

Framestore LA, Culver City, CA.

- Tracked, keyed, stabilized, match moved green screen elements for prep to Flame.
- Wire removal, painted plates for clean composites.

Look Development Artist / Sr. Technical Director, Lighting & Compositing

3/2001-3/2014 (multiple tenures) **Sony Pictures Imageworks, Culver City, CA.**

- Delivered Academy Award winning visual effects for Spiderman 2.
- Other projects nominated for an Academy award include:
Spiderman; Chronicles of Narnia: The Lion, the Witch and the Wardrobe; Superman Returns;
Monster House; Surf's Up & Alice in Wonderland.

Lighting Artist

7/2012-10/2012 (& 3/2010-9/2012) **Walt Disney Animation Studios, Burbank, CA.**

- Completed several shots, while developing setups for both lighting sequence and using fx elements.
- Built shots in a comprehensive manner to allow for easy migration to stereo 3d pipeline.

Look Development Supervisor / 3D Generalist

5/2008-12/2008

LLP Digital, Los Angeles, CA.

- Responsible for lighting and asset creation (design / model / texture) on all full cg shots.

Lead Artist / 3D Generalist

12/2007-4/2008

Cafe FX, Santa Monica, CA.

- Delivered shots on an accelerated schedule. Developed multiple assets for sequence.

Digital Artist / 3D Generalist

9/2002-12/2002

Digital Domain, Venice, CA.

- Held responsibilities from animatic to final render & compositing on commercial work.

Digital Artist / 3D Generalist

8/2000-12/2000

DreamWorks SKG, Glendale, CA.

- Entered project late, yet still integrated into existing pipeline and delivered several effects shots on an accelerated schedule.

VFX Supervisor, Sr. Digital Artist / 3D Generalist

6/1998-7/2000

Station X Studios LLC, Santa Monica, CA.

- Supervised and delivered several car commercials for various clients on time and on budget.
- Helped create pipeline for workflow and methodology.

Sr. Digital Artist / 3D Generalist

9/1997-5/1998

I X L - Los Angeles, Inc., Westwood, CA.

- On-set supervision of actors and green screen shoot.
- Seamlessly composited live action elements with CG virtual sets.