

Jason Stellwag

Senior Technical Artist

/ CG Generalist

Jason Stellwag
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Experience

Microsoft

Senior Technical Artist

Mar 2022 - Present

I'm excited to be starting my new role working with the Microsoft Mixed Reality team on VR/AR development in Unity. My responsibilities will include rigging and pipeline management for various projects here at the company.

Walt Disney Animation Studios

8 yrs

Technical Animation Supervisor/Senior Character TD

Sep 2016 - Mar 2022 - 5 yrs 7 mos

Tech Anim Supervisor on "Encanto" and "Wreck-it Ralph 2"
Senior Tech Anim Artist on "Frozen 2" and "Raya and the Last Dragon"

Some of my biggest contributions during this time were:

- Led a team of 49+ artists and TDs during my time as Supervisor
- USD Pipeline Development - Led the conversion efforts in our department to adopt USD as our core data structure. I also rewrote our Python low level code and added crucial features to the studio's custom USD api pipeline in C++
- Created Multi-Shot Pipeline - Developed the low level structure that allowed us to work with multiple shots and elements more efficiently. It remains the foundation in which we've built our pipeline on since "Wreck-it Ralph 2"
- Built Post Wind Deformer - Created during "Frozen 2" as a way for artists to mimic simulated wind all in post and in real-time. My development was featured on our company's technology website promoting our "seExpr Expression Language"

Technical Animation Artist

Apr 2014 - Sep 2016 - 2 yrs 6 mos

Tech Anim Artist on "Big Hero 6", "Zootopia" and "Moana"

Sony Pictures Imageworks

5 yrs 4 mos

Senior Tech Anim Artist/Rigging/Sim Setup

Feb 2011 - Apr 2014 - 3 yrs 3 mos

Senior Tech Anim Artist/Rigging/Sim Setup on "The Amazing Spiderman 1 & 2"
Senior Tech Anim Artist/Sim Setup on "OZ the Great and Powerful"
Senior Tech Anim Artist on "Cloudy with a Chance of Meatballs 2"

Some of my biggest contributions at **Sony** during this time were:

- Developed Spiderman's Web Pipeline - Designed and built during the "The Amazing Spiderman2". I set up the animation/tech anim workflow which allowed us to be more efficient and cost effective in dealing with this effect in multiple shots.
- Muscle/Skin Simulation and Cloth Rig Development - I've set up many rigs here at the studio, including my work on the Lizard creature in the "Amazing Spiderman". This includes working with complex muscle/skin simulation and creating a cloth tearing pipeline for the Lizard's lab coat.

Tech Anim Artist/Sim Setup

Jan 2009 - Feb 2011 - 2 yrs 2 mos

Tech Anim Artist/Sim Setup on "Arthur Christmas"

Tech Anim Artist on "Alice in Wonderland" and "Cloudy with a Chance of Meatballs"

Roland Emmerich's 2012 / Uncharted Territory

Modeling Artist

Jun 2008 - Jan 2009 - 8 mos

James Cameron's AVATAR / Lightstorm Entertainment

Layout and Motion Capture Artist

May 2007 - Jun 2008 - 1 yr 2 mos

On AVATAR I worked at James Cameron's motion capture company. During my time I had the opportunity to work with the performance capture layout, the motion builder data processing and also helped modify the motion captured cameras with our DP for Cameron to review.

MetaHuman Avatar Creation / Image-Metrics

CG Generalist

Nov 2006 - May 2007 - 7 mos

I was brought on to build realistic human avatars that Image-Metrics would use to test their facial tracking system. This system was based on very early AR technology that allowed a face to be tracked automatically just by feeding in raw camera footage.

Digital Domain

CG Generalist / Hair Grooming Artist / Lighter

May 2006 - Nov 2006 - 7 mos

2001 - 2006

During the first 5 years of my career I freelanced as a CG Generalist on various film, tv, commercial and game cinematic productions, working for companies like ImageMovers Digital, Asylum FX, TigarHare, DuckSoup and Super 78.

Education

Full Sail University / Associate's Degree in Computer Science

2001 GRADUATE, ORLANDO FL

The school's Computer Animation Program taught me the fundamentals of art and advanced knowledge of Maya.

Skills

Senior Technical Artist

Most of my career I've specialized as a Character TD which includes Rigging, Cloth/Hair/Muscle Simulation and Technical Animation. In this role I've supervised teams, built tools/pipelines for our department, and have also executed as an artist on a variety of productions.

CG Generalist / Film & Real-time Production Experience

I also have experience working in all other aspects of Computer Graphics including Art Design, Modeling, Look Development, Layout, Animation, Lighting and Compositing. This includes working on real-time productions for motion capture, game development and VR/AR applications.

Code Experience

USD, Python, C++

Software Experience

Maya, Unreal Engine, Unity, Zbrush, Substance Painter, Photoshop, Marvelous Designer