

Steve Jaworski

Composer

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Work History

04/06 - 06/06, 11/06 - Present Evil Eye Pictures San Francisco, CA

Compositing Supervisor / Lead Compositor / Senior Compositor

"2012", "Ninja Assassin", "Australia", "Benjamin Button", "Speed Racer", "Pirates of the Caribbean 2&3", "Spiderman 3" Feature Films

As Compositing Supervisor / Lead Compositor, collaborated with supervisors and compositing team to develop solutions and techniques that could be rolled out to team as standards. QC'd all composites, troubleshoot comps and train team of eight compositors. Supervised team with emphasis on ensuring continuity by creating style guides, reference libraries, templates, custom Shake modules and macros. Examples of Shake modules include 2D windy tree movement, driving camera shake, passing shadows and reflections on FG actors driving, parallax movement on BG matte painting elements. As compositor, combined miniature plates, matte paintings, live action bluescreen, and CG elements for photoreal composites. Output 2D tracking points from Maya scenes.

Software used: Shake, Maya, Photoshop, Rush

06/07 - 09/07 Tippett Studio Berkeley, CA

Compositor

"The Spiderwick Chronicles" Feature Film

Created composites of CG characters with live action plates. Sourced and composited dust, slime, and blowing leaves from stock footage. Worked with shot TD's to test render passes and give feedback on specific compositing needs. Performed complex 2D tracking for compositing, marker removals, and mattes.

Software used: Shake, Maya, Rush

09/04 - 11/06 The Orphanage San Francisco, CA

Compositing Supervisor / Lead Compositor / Effects Technical Director / Compositor

"Sin City", "Aeon Flux", "Harry Potter and the Goblet of Fire", "The Adventures of Shark Boy and Lava Girl", "The Host", "Pulse" Feature Films

As Effects TD, performed look development and execution of particle fire elements. As Supervisor and Lead compositor, provided training materials, flowcharts, and troubleshooting for team of up to seven compositors. Responsibilities included quality control checking and ensuring the consistency of team members' work. As compositor, completed 2K composites, using compositing techniques to enhance provided matte paintings, CG elements, bluescreen footage, and roto elements.

Software used: After Effects with Particular, Photoshop, Rush

05/04 - 07/04 Pixel Magic Los Angeles, CA

Compositor

"Taxi", "Blade 3" Feature Films

Used After Effects tracker and expressions to average multiple track points while replacing wall mural. Developed Shake script for executing complex skin fix, removing skin problems, generating new skin texture.

Software used: Shake, After Effects, Photoshop, Rush

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09/03 - 05/04

World of Tomorrow, Inc.

Los Angeles, CA

Composer

"Sky Captain and the World of Tomorrow" Feature Film

Created composites with up to 150 elements in a single shot. Additionally performed BG plate cleanup and restoration, 2D lighting and texture enhancement, 2D tracking and stabilizing, roto and paint. Extensive use of keying software including Primatte and Keylight.

Software used: After Effects, Maya, Photoshop, Rush

01/02 - 09/03

Freelance Composer

New York, NY

Composited live action, CG, and miniature elements for feature films, television shows, commercials, and pilot programming.

*"Cradle 2 The Grave" Warner Brothers- Feature Film, **Composer***

*"Calling All Angels" Sony Music/ Notorious Pictures NY - Music Video, **Composer***

*"Freshlook Color Contacts" Imaginary Forces NY - Television Commercial, **Designer / Composer***

*"Toon Disney Repackaging" Razorfish / Lee Hunt NY - Television Commercial, **Lead Composer***

Partial Client List: Warner Brothers Features, Imaginary Forces NY, Psyop, Razorfish, MTV, VH1, Fox TV, Nickelodeon Digital NY.

Software used: Shake, After Effects, Maya, Commotion, Elastic Reality

04/98 - 01/02

MTV Animation

New York, NY

Compositing Supervisor / Effects Technical Director

"Celebrity Deathmatch" Television Series

Designed visual effects and digital production processes for stop motion animation series. Coordinated input from show's director with workload of composers and VFX artists. Scheduled and met production time lines for four broadcast seasons during four years of production. Trained artists in use of compositing and animation software.

Software used: After Effects, Maya, Photoshop, Elastic Reality

03/97- 03/98

JJ Sedelmaier Productions

White Plains, NY

2-D Character Animator

"Saturday TV Funhouse / Saturday Night Live"

Performed all facets of traditional cel animation including character design, layout, keyframing, inbetweening, and background design.

Education

B.A. Motion Picture Technology, 1993

University of Central Florida Orlando, FL

Major: Motion Picture Technology 1990 to 1993

New York University New York, NY

Major: Film / Animation 1989 to 1990

Visual Effects Society Member 2001-present