

Emanuel Siu

Composer

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Education:

Full Sail University Winter Park, Florida

Bachelor of Science Degree in Computer Animation

June 2011

Academic experience:

- **Modeling:** Proficient with Maya and Zbrush
- **Lighting/Rendering:** Experienced with Final Gathering, Mental Ray, caustics, global illumination and advanced theatrical light set ups.
- **Texturing:** Realistic, high quality (repeatable if needed) texture maps for displacements, normals, diffuse, specular, etc.
- **Compositing:** Skilled with color grading and color corrections for seamless integration of various assets/plates into 1 completed scene - in both Nuke and After Effects. Can program basic python scripts in combination with gizmos in Nuke to maximize production efficiency.
 - **Additional compositing skills:** rotoscoping, tracking, keying
- **Rigging:** Advanced rig set-ups for animation. Program scripts such as automatic fk/ik switch, automatic fk/icon system and physics appropriate rag doll simulations.
- **Motion Capture:** calibrating studio for actors, clean up in cortex, import into motion builder rigs, layer animation in motion builder, exporting fbx to maya for final lighting and rendering.

Previous Work:

- **Crosscomm – Durham, NC** **2007**
 - Intern: responsible for html, css and actionscript programming.
- **Cresset Christian Academy – Durham, NC** **2008-2009**
 - Swim Coach for Varsity High School team.

Software:

- Autodesk Maya – modeling, lighting, rigging, rendering
- Zbrush
- Cortex
- Crazy Bump
- Final Cut
- After Effects CS5 – compositing, visual effects, motion graphics
- Adobe Flash CS5 – animation (tweening, frame by frame, programming), actionscript 3.0
- Adobe Dreamweaver CS5
- Adobe Photoshop CS5
- Nuke – compositing using 2D/3D setups