

Resume

Contact Details

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Accomplishments

"Mechanism" 21th Haifa International Film Festival A movie I directed and executed, along with 4 other projects (Thin Ice, A bark in the dark, The old lady and death and Hats for sale) I was involved with were nominated in the short film category.

Experience

General TD July 07 - current
JCS, Post Office Post Production, Hands-up, Fat Cat Studios,, various medical clients
Rigging of various characters, vehicles and props.
Modeling, shading and rendering.
Particle simulations and dynamics driven solutions.
Consultant on various issues such as character setup, modeling and general working methodologies.

Lead Technical Director Jun. 07 – May 08
Animation Lab, JVP, Jerusalem
Pipeline scripting using MEL
Tools development for various departments
Workflow enhancement for general artists
Character setup of low res characters
Hard surface modeling and UV mapping

CG Supervisor Jul. 06 – Oct. 06
Key Creative Animation Studios
Responsible for all character pipeline decisions.
Modeling of key characters, sets and props.
Integration of different tools such as Maxon's Bodypaint 3d R2 and Headus UV Tools into production.
Research and development of tools and techniques applicable to production deadlines.
Streamlining of repetitive tasks via MEL scripting.
Technical supervision from script to screen.

Character Technical Director / Instructor
Oct. 05 - current
Animation unit, Bezalel, academy of art and design, Jerusalem
Character supervisor for numerous projects in the 4th and 3rd year in the CG course of the animation department.
Character pipeline development and maintenance for the CG program.
Conducting advanced lectures in topics such as Displacement modeling, Zbrush, Dynamics and other software or hands on techniques workshop needed by senior students.
Consultant for modeling, texturing, lighting and rendering in most of the projects.
Conducted various workshops in Bezalel, open for everyone wanting to learn the dark arts of CG. From introduction to Maya to MEL scripting and character rigging.
Actively involved in creating and technically innovating with the following short animated films: Golem, The Tree, Pause, Bobbi, One miksha, Amos, Continuum and some other short films TBA.
Responsible for outgoing rendering in Bezalel's animation computer farm using Virtual Vertex's Muster.

Maya Instructor Nov. 05 - Feb.06
Minshar art school, Tel Aviv
Established a working program of Maya learning. Development of "Introduction to Maya" course and also an "Advanced Maya" course.

Maya instructor/Skinning assistant
Jul. 04 – Sep. 04
DPSI, Beit Shemesh
Mentored the Technical Directors entry team.
Teaching new members in the rendering team.
Giving strong foundation in Maya and 3d in general to classic animators.
At my free time I volunteered to skin wrangle some of the characters that were in need of skinning.

Technical assistant Nov. 02 – Jul. 05
Bezalel, academy of art and design, Jerusalem
Worked as a technical support guy for all student's sorrows and aches.
Passed on to students good working habits, as well as firm grasp of the programs they've used.
Programs supported: Alias Maya, Adobe Photoshop, Adobe Premiere, Adobe after effects, Autodesk Combustion, CTP, Stop Motion Pro.

Cloth and Dynamics Wrangler Jul. 02 – Sep. 02
Tzohar Productions, Jerusalem
Responsible for Maya Cloth simulations
Development of particle and rigid body dynamics solutions.

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