

# Salauddin "Sallu" Kazi

CROWD / LIGHTING TD



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## Experience

### **Crowd (Massive) TD, Animal Logic Pty. Ltd, Sydney, Mar 2010 - July 2010**

My responsibility at Animal Logic is to create crowd simulations using Massive software for the live action feature Sucker Punch.

### **Lighter / Support TD, Nwave Digital, Brussels, Nov 2008 - Sept 2009**

My primary responsibility at Nwave Digital was to light and render characters and environments maintaining lighting consistency between various shots.

### **Massive / Lighting TD, Prana Studios Pvt Ltd, Mumbai, Sept 2007 - Nov 2008**

My primary responsibilities at Prana Studios were to light and render cg elements to match live action plates and to create crowd simulations using Massive. For the crowd simulations I was involved in processing of mocap data, creating motion tree and brain in massive. Also supported and troubleshooted issues during the shot production.

### **Pipeline TD, Prime Focus Ltd, Mumbai, Dec 2006 - Aug 2007**

My responsibilities at Prime Focus were to develop tools, systems, and procedures to facilitate the data flow between departments in an efficient, organized and simple to use way. Anticipate data-flow related needs of the different production departments, troubleshoot and fix bugs and maintain documentation.

### **Generalist TD / Compositor, Skyworks Studios, Anand, Oct 2005 - Nov 2006**

During the term at Skyworks Studios I was involved in various aspects of the production like R&D, pipeline setup and implementation, renderfarm setup, lighting and compositing.

## CREDITS

### Films:

#### **Sucker Punch (2011)**

Involved in creating massive crowd agents and shot specific simulations and was also involved in the lighting and rendering.

#### **Sammy's Adventures: The Secret Passage [3D] (2010)**

Involved in lighting and rendering of characters and environments using Maya and 3Delight.

#### **Delhi 6 (2008)**

Worked in a team of three on the New York song sequence of the movie. I was mainly involved in lighting of the Biplane and the Empire State Building, setting up and rendering CG passes for the shots involving matte paintings using Maya and Renderman.

#### **Chi Bi (Red Cliff) (2008)**

I was involved in the crowd R&D and setup for the battle sequence using Massive Software.

#### **Tinker Bell (2008)**

Developed crowd agents in Massive for crowd sequences and trained the artist to setup shot simulations. Also supported the lighting department to setup crowd simulation into the lighting pipeline.

#### **Tales Of The Riverbank (2008)**

Implemented and supported show pipeline tools at different facilities. Troubleshooting cg and pipeline related problems.

### **2050 Love Story (2008)**

Development, testing and implementation of pipeline tools, troubleshooting 3D production and pipeline related problems, renderfarm setup and support.

#### **Commercials:**

##### **Sony Vaio**

All Eyes On YouTools for data flow, HDRI image processing, asset management and rendering support.

##### **Blue Star**

Show pipeline setup, troubleshooting problems and renderfarm setup and support.

##### **Kellogs Circus**

Automated rigging tools, pipeline setup, troubleshooting problems and rendering support.

## **EDUCATION**

**Diploma with Honors in Visual Effects** from VanArts (Vancouver Institute of Media Arts), Canada. August 2004 - January 2005.

**Certificate in Visual Effects and Digital Animation** from The Art Institute of Vancouver-Burnaby, Canada. June 2003 - March 2004.

**Bachelors of Electrical and Electronics Engineering** from M. S. Ramaiah Institute of Technology, Bangalore. September 2002.

## **SKILLS**

**3D** - Maya, Massive, Renderman.

**Compositing** - Nuke, Shake (Apple certified shake user)

**Programming** - Mel, Python, TCL/TK, Shell Scripting, C++.

**2D** - Photoshop.

## **REFERRALS**

##### **Rogier Fransen**

Crowd TD, Dr. D Studios.

rogier.fransen@gmail.com

##### **Samir Hoon**

President / VFX Supervisor, Prana Studios Pvt Ltd.

samirhoon@gmail.com

##### **Michael Grobe**

VFX Supervision. Consulting. Lecturing.

www.grobifx.com . grobi@grobifx.com

##### **Jude Adamson**

Lighting Supervisor, The Monk Studio.

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