

Takahide Nakamura

Composer / VFX Artist

San Francisco, CA

takavfx.com

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PROFILE

I love to challenge new skills and new representation not only a compositing part but also other department parts such as modeling, animation, and dynamics effects. Therefore, I do not make a limit for me to learn. I understand how important the reference footage is for creating a future world, so I usually observe around me, keep looking for good videos on the Vimeo and watch a lot of movies.

VFX COMPOSITING EXPERIENCE

Ya No Estoy Aqui Feature Film – Studio X, San Francisco, CA, USA – In Progress

-Poster Replacement, Human & Train Rotoscoping, Stabilize, Compositing work

Me Time Short Film – Studio X, San Francisco, CA, USA – In Progress

-Retouch BG, Human Rotoscoping, Compositing work

Server room under the water Self projects -Academy of Art University, San Francisco, USA -2018

-Creating caustics lighting, Compositing work

Shiro-jyun TV commercial – Digital Garden Inc., Tokyo, Japan – 2016

-Creating cell models, Creating osmosis effects, Compositing work

Toyota Prius TV commercial - Digital Garden Inc., Tokyo, Japan – 2016

-Car parts animation, BG modeling & Texture, Lighting, Creating car material, Compositing work

Sony 8K Aquarium Promotion Video -Digital Garden Inc., Tokyo, Japan -2016

-Creating fish modeling & Texture, 2D puppet animation, Compositing work

Nissan Web Configuration Web content - E-Graphics Communications, Kanagawa, Japan -2016

-Lighting, Compositing work for the every car parts

NUAS Promotion short movie - Digital Garden Inc., Tokyo, Japan – 2015

-Adjusted modeling, Creating the future robot animation, Compositing work for many shots

Yomiuri Inter-High School TV commercial - Digital Garden Inc., Tokyo, Japan – 2015

-Rotoscoping of human footage, Creating painting effects

REEL and WEBSITE

<https://vimeo.com/330665335>

<http://takavfx.com/>

WORK EXPERIENCE

CG Designer Digital Garden Inc., Tokyo, Japan 2014 – 2017

Crew (Chef) Universal Studio Japan, Osaka, Japan 2012-2014

CG Modeler Internship Torisan Co., Ltd., Osaka, Japan 2012

EDUCATION

Academy of Art University 2017 - 2019

MA in Animations & Visual Effects Specialized in VFX compositing and Dynamics

HAL Osaka College of Technology & Design 2010 - 2014

Advanced Diploma in 3DCG Animation Department

PRIMARY SKILLS

VFX Compositing, Visual Effects (Dynamics), Lighting, Match Moving

SECONDARY SKILLS

Modeling, Animation, Rigging, Texturing, Python, C++, MEL, VEX

SOFTWARE PROFICIENCY

Main Tools

Maya, Nuke, Houdini, After Effects, PFTrack, Premiere Pro, Photoshop, Illustrator, V-Ray

Sub Tools

Softimage, VRED, Mudbox, UVLayout, Boujou, ZBrush, Mari,