

## Eric Roth

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## Experience

**DreamWorks Animation**, Nov. 2003-Mar. 2015, Sept. 2018 to present

**Lead & Senior Lighter/Composer:** Home; How to Train Your Dragon 2; Me & My Shadow; Madagascar 3: Europe's Most Wanted; Puss in Boots; Shrek Happily Ever After; Kung Fu Panda; Madagascar 2; Flushed Away; Over the Hedge; Shark Tale; Trolls World Tour; The Croods 2

- Managed 120-shot sequence on "Puss in Boots", including a team of 12 lighters, to complete an effects driven, action sequence.
- Managed the software development and testing team to enhance future lighting technologies.
- Served as compositing liason for "How to Train Your Dragon 2", addressed and problem solved any associated issues.
- Developed the look for "Me & My Shadow"; established Nuke pipeline and 2D to 3D integration.
- Oversaw a team of five lighters for "Madagascar 3": worked closely with production designer, communicated notes to team and ensured deadlines were met efficiently.

**ArtCenter College of Design**, Jan. 2019 to present

**Professor:** Fundamentals of Lighting

**Walt Disney Animation Studios**, Apr. 2018 to Sept. 2018

**Senior Lighter:** Wreck It Ralph 2

**Duncan Studios**, Sept. 2017 to Apr. 2018

**Senior Lighter and Composer**

- Integrating animation with live action for **Mary Poppins Returns**; lighting, compositing and background art

**DAILYPINT Studios**, Aug. 2015 to Sept. 2017

**Co-Founder & VFX Supervisor**

- Established motion capture and VFX studio in Raleigh-Durham for niche east coast market
- Oversaw VFX for commercial, corporate and film/TV projects including Mobile Strike, Intel, *Con Man* TV show
- Served as VFX supervisor on feature film, *Time Freak*

**Sony Pictures Imageworks**, Mar. 2015 to Jul. 2015

**Senior Technical Director:** Hotel Transylvania 2

- Served as senior lighter on production using Katana and Arnold

**ESC Entertainment**, Sept. 2002 to Oct. 2003

**Composer/Lighter:** The Matrix Revolutions

**Matchmove/On-set Survey:** The Matrix Reloaded

- Collected survey data on set using digital equipment and compiled measurements for lighting reference. Worked on pre-vis, lit and composited shots.

**Industrial Light + Magic**, Oct. 2000 to Apr. 2002

**Layout Artist:** Star Wars: Episode II

**Matchmove Artist:** Star Wars: Episode II; Men in Black II; The Mummy

## **Skills**

- Strong creative and oral communication skills
- Excel at managing a large team of artists and ensuring deadlines are met
- Highly effective problem solver with the ability to develop new tools
- Strong diplomatic skills, ability to implement feedback efficiently
- Highly proficient in stereoscopic tools and development

## **Applications and Renderers**

Extensive experience with Maya, Renderman, Nuke, Shake, Houdini, Katana, Raytracing, Arnold, Photoshop, Unix/Linux and numerous proprietary software

## **Education**

Graduated 1998      New York University, Certificate in Advanced Digital Applications

Graduated 1995      Syracuse University, School of Visual and Performing Arts, BA in Fine Arts (Graphic Design)