

KARIM MOUSSA

T D G E N E R A L I S T // C H A R A C T E R A R T I S T
// C G S U P E R V I S O R

2020 VFX Reel

SHOT BREAKDOWN

Shot 1-4 & 7-8 Project (Asura) film - Position : Senior TD Generalist - Software : Maya - Max - Maya ncloth - V Ray - Syntheyes
Rigging, digital double, final animation adjustments, match-moving, light, pipeline development, Rendering.

Tasks and responsibilities

- Responsible for scene assembly in Maya and Max, camera tracking and pipeline modification, Building a fast and functioning workflow/pipeline between Maya to Max, exporting full scene/final animation from Maya to render in 3Ds Max.
 - Full Rig for hero flying character's tentacles (limbs), and main character rig updates & modifications in Maya.
 - Shot 3** (Desert environment). creating assets and using existing assets to create sandy desert fly over environment. .
 - Lighting, shading adjustments and rendering all CG elements. - Vray.
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Shot 5-6 Project (Asura) film - Position : Senior TD Generalist

Full cg shot, Rigging, camera animation, Texture, light, pipeline development, Rendering. - Software : Maya - Max - Maya ncloth - V Ray

Tasks and responsibilities

- Responsible for scene assembly in Maya and Max, camera animation, pipeline modification, Building a fast and functioning workflow/pipeline between Maya to Max, exporting full scene/final animation from Maya to render in 3Ds Max, while maintaining the integrity of scene scale, rig and animation.
 - Full Rig for all 3 characters in Maya, hero flying character + tentacles, soldiers and rebels with weapons/assets randomization.
 - Lighting, shading of soldiers and rebels, rendering all 3D elements in shot. - Vray.
 - Shot 5** (full cg shot). breaking 3D heavy scene in to multiple layers and passes, while maintaining light/shadow interaction of elements in shot.
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Shot 9-10 Project (Runaways) Tv series - Position : Senior TD Generalist

FX, modeling, rigging, Character tracking (Rotomation), lighting, Rendering - Software : Max - Phenix FD - V Ray

Tasks and responsibilities

- Responsible for scene assembly, character rigging and camera setup in Max
 - Rig and hand track to digital character, to mach plate actors for the particle dust effect.
 - creating dust fluid effect using phenix FD for Max
 - Lighting and look dev the dust effect in - Vray.
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Shot 11-16 Project (Grimm) Tv series - Position : CG Supervisor/Generalist

digital double replacement, Tracking, Texturing, lighting, Rendering, compositing - Software : C4D - Maya - Mari - AE - PS

CG Sup. tasks and responsibilities

- Supervising the CG process start to end, deadlines and task managing, working with department leads to build and enhancing the 3D pipeline and work flow with new creative tools to achieve faster more complex 3D effects.
- Working directly with multiple artists in all CG departments, to achieve the final task in the most creative environment possible, heavily involved in the the creative process of the character's design, characteristics and final look.
- Over looking animation as animation director working with the art Director to achieve lip sync, acting look and continuity to all shots.
- Part of the team when needed to fill any task as a character animator or a Generalist.

Generalist tasks and responsibilities

- Scene assembly in C4D, Texturing, Lighting and look dev full DD human head and creature, responsible for morph timing (model and shading transition) of characters using vertex maps and proprietary tool, and rendered in C4D physical renderer.
 - Shot 14** (the matrix effect) responsible for all CG elements in shot and compositing in AE.
 - Shot 16** (water glass) responsible for look dev, lighting and rendering.
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Shot 17-18 Project (Misfits and monsters) Tv series - Position : Sequence Sup/3D Generalist

digital double replacement, Texturing, lighting, Hair, Rendering - Software : C4D - Mari - PS

Tasks and responsibilities

- Responsible for scene assembly in Maya and C4D, Texturing, Lighting and look dev full DD human head and creature, responsible for morph timing (model, hair and shading transition) of characters using vertex maps and proprietary tool, and rendered in C4D physical renderer
- creating actor's human like hair style, using C4D hair and creature wolf like hair style.
- lighting, look dev and morphing the hair to achieve smells transition from human to creature.

KARIM MOUSSA

TD GENERALIST // CHARACTER ARTIST
// CG SUPERVISOR

2020 VFX Reel

SHOT BREAKDOWN

Shot 19-20 Project (Asura) film - Position : Senior TD Generalist - Software : Maya - Max - Maya ncloth - V Ray - Syntheyes
Rigging, digital double replacement, final animation adjustments, light, pipeline development, Rendering.

Tasks and responsibilities

- Responsible for scene assembly in Maya and Max, pipeline modification, Building a fast and functioning workflow/pipeline between Maya to Max, exporting full scene/final animation from Maya to render in 3Ds Max, while maintaining the integrity of scene scale, rig and animation.
 - Full Rig for soldiers and DD replacement, plus rig adjustments for hero flying character in Maya.
 - Lighting, shading soldiers, weapons, all flying creature, and digital double replacements. (my task didn't include the large moving limbs)
 - Rendering all CG elements in shot - Vray.
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Shot 21-22 & 25-26 Project (Little giants) Tv series - Position : Senior TD Generalist

Modeling (Sculpting), Rigging, Match-moving, Texture, light, Look dev, Rendering. - Software : Max - Maya - Zbrush - Substance - V Ray - Syntheyes

Tasks and responsibilities

- Responsible for all CG elements in the frog shots start to finish, and rendering in Max Vray (except animation)
 - Shot 22** (Tunnel scorpion creature), scene assembly, camera tracking, lighting and rendering in Max Vray. (for multiple shots)
 - Shot 26** (Roof top beetle creature), scene assembly, camera tracking, lighting and rendering in Max Vray. (for multiple shots)
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Shot 23-24 & 27-28 Project (Mayans) Tv series - Position : Senior TD Generalist/Character TD

Rigging, Character tracking (Rotomation), lighting, Rendering - Software : Maya - Max - Hair farm - V Ray

Tasks and responsibilities

- Shot23-24** (possum character) Rigging a quadruped possum in Maya
 - Shot27-28** Hand track digital double character heads, to match actor's performance, lighting, shading and rendering the digital head for facial hair removal and replacement.
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Shot 29-32 Project (Grimm) Tv series - Position : CG Supervisor/Generalist

Animation, Shading, Texturing, lighting, Rendering - Software : C4D - Maya - Mari - PS

CG Sup. tasks and responsibilities

- Supervising the CG process start to end,

Generalist tasks and responsibilities

- Shot 29** (Stabbing) Animation, shading lighting and Scene assembly + rendering in C4D
 - Shot 30** (Airbag) Animation, texturing, shading lighting and Scene assembly + rendering in C4D
 - Shot 31** (Lake overview) full lake replacement, using Maya pound to simulate water waves effect, lighting and rendering in Maya Vray.
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Shot 33 Project (Masks of desire) Short film - Position : 3D Generalist

Modeling, Camera animation Texturing, lighting, Rendering - Software : C4D - Mari - PS

Tasks and responsibilities

- Responsible for all 3D elements in the shot.