

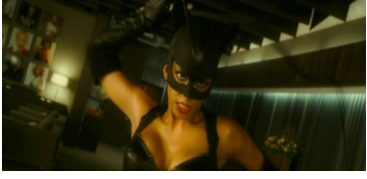


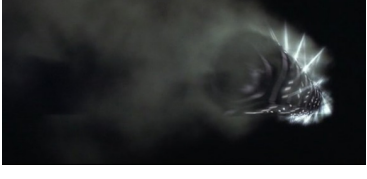
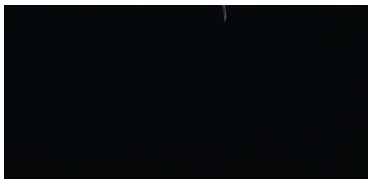

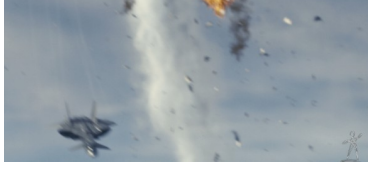

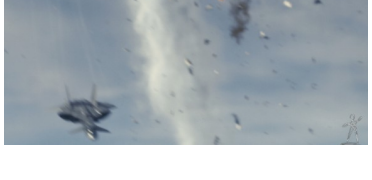
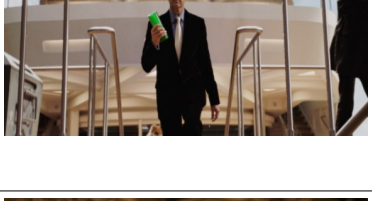
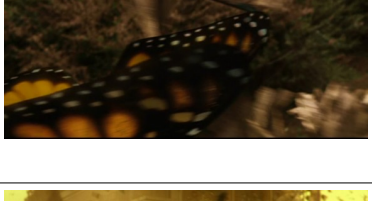
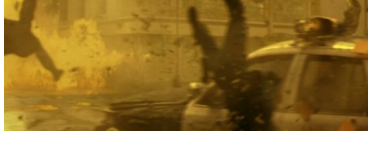



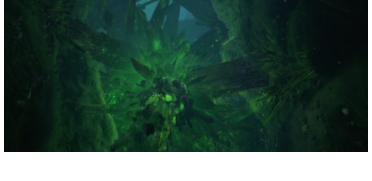
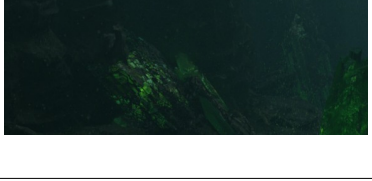
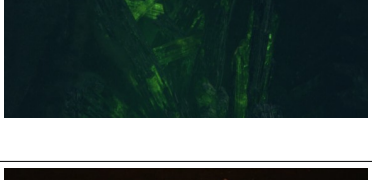
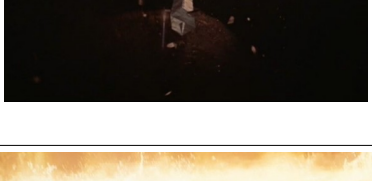





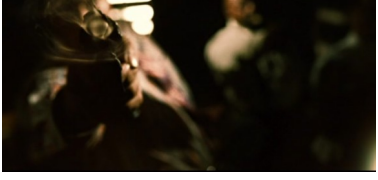

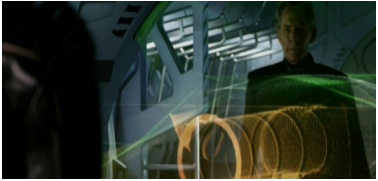


Conrad Dueck
CD_DemoReel_v030 (2012)
Breakdown

VFXMine Inc.
466 Brock Street
Winnipeg MB
R3N0Z1
204.612.2407

1		Journey to the Center of the Earth 3D 3D TD/Particle FX Artist - Fine particle rain hits, water flick and run off sail - Wake foam particles
2		X-Men 2: X-Men United 3D Supervisor - supervisor for camera tracking, modeling, animation of holographic particles and volumetric beams
3		Catwoman CG Supervisor - 3D/CG supervision - whip rig
4		Swordfish Lead 3D Artist - camera tracking - ball animation, texturing, lighting, rendering - hair double for Hugh Jackman plate enhancement
5		The Core Lead 3D Artist - impact dust/smoke trails - crystal textures
6		The Core Lead 3D Artist impact dust/smoke trails crystal textures falling debris

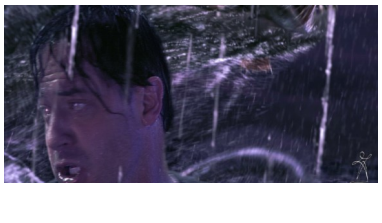
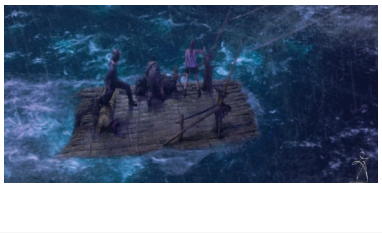
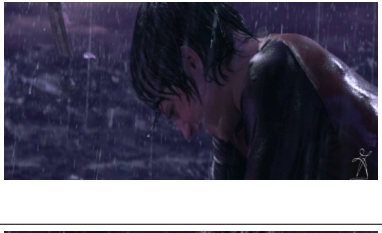
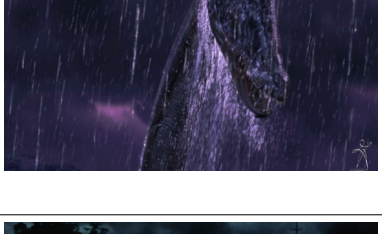
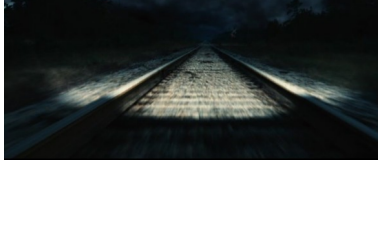
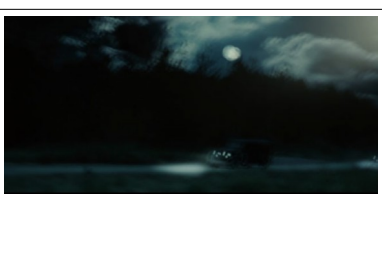
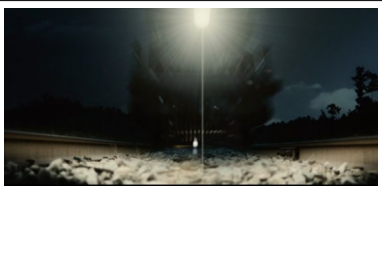
7		<p>The Core Lead 3D Artist impact dust/smoke trails crystal textures falling debris</p>
8		<p>The Core Lead 3D Artist impact dust/smoke trails crystal textures</p>
9		<p>G.I.Joe: The Rise of Cobra TD/Particle FX Artist - vapour trails for jet wings - impact blast effects</p>
10		<p>G.I.Joe: The Rise of Cobra TD/Particle FX Artist - vapour trails for jet wings - impact blast effects</p>
11		<p>G.I.Joe: The Rise of Cobra TD/Particle FX Artist - vapour trails for jet wings - impact blast effects</p>
12		<p>Superman Returns Facility CG Supervisor - CG Supervisor (water, yacht extension, environment replacement, crystal vfx/enhancement) - Fully CG environment from water surface to sky, including hull and upper yacht levels</p>
13		<p>Idlewild Facility CG Supervisor - CG butterfly and traversing branches/leaves</p>
14		<p>Swordfish Lead 3D Artist - 3D stunt double modelling, rigging, animation - particle debris and bearing vfx such as glass breaking, sparks, afterburn dust/smoke</p>

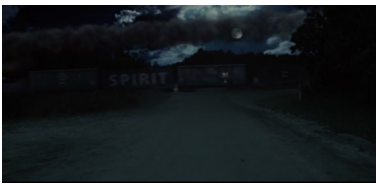





15		<p>Stay 3D Supervisor</p> <ul style="list-style-type: none"> - oversaw tracking and implementation of Richard 'Dr' Baileys spore rendering and implementation, although supervising Borislav Petrov working with Mark Wiebe barely qualifies as supervision.
16		<p>Stay 3D Supervisor</p> <ul style="list-style-type: none"> - oversaw tracking and implementation of Richard 'Dr' Baileys spore rendering and implementation, although supervising Borislav Petrov working with Mark Wiebe barely qualifies as supervision.
17		<p>Superman Returns Facility CG Supervisor</p> <ul style="list-style-type: none"> - fully CG environment, missile, kryptonite
18		<p>Superman Returns Facility CG Supervisor</p> <ul style="list-style-type: none"> - fully CG environment, missile, kryptonite
19		<p>Superman Returns Facility CG Supervisor</p> <ul style="list-style-type: none"> - fully CG environment, missile, kryptonite
20		<p>Superman Returns Facility CG Supervisor</p> <ul style="list-style-type: none"> - fully CG environment, missile, kryptonite
21		<p>The Core Lead 3D Artist</p> <ul style="list-style-type: none"> - 3d tracking, CG lava, splashes, debris and lavefall crystals
22		<p>The Core Lead 3D Artist</p> <ul style="list-style-type: none"> - 3d tracking, CG lava, splashes, debris and lavefall crystals

23		<p>Idlewild Facility CG Supervisor</p> <ul style="list-style-type: none"> - oversaw 3d tracking and camera animation for plate connection - contributed to texturing and lighting
24		<p>Idlewild Facility CG Supervisor</p> <ul style="list-style-type: none"> - oversaw 3d tracking and camera animation for plate connection - supervised fully CG gun, tracking, animation - contributed to texturing and lighting
25		<p>Idlewild Facility CG Supervisor</p> <ul style="list-style-type: none"> - oversaw 3d tracking and camera animation for plate connection - supervised fully CG gun/bullets, tracking, animation - contributed directly to texturing and lighting teams - falling dollar bill particle system to match on-set bills
26		<p>Idlewild Facility CG Supervisor</p> <ul style="list-style-type: none"> - texturing and lighting - falling dollar bill particle system to match on-set bills
27		<p>X-Men2 3D Supervisor</p> <ul style="list-style-type: none"> - led team building hologram and interaction effects
28		<p>X-Men2 3D Supervisor</p> <ul style="list-style-type: none"> - led team building hologram and interaction effects
29		<p>Scooby Doo 2 3D Supervisor</p> <ul style="list-style-type: none"> - beyond supervision of the 3D team, contributed directly with systems for tar crawling effects and tentacle rigging/animation system for controllable procedural semi-organic motion

30		<p>Scooby Doo 2 3D Supervisor</p> <ul style="list-style-type: none"> - beyond supervision of the 3D team, contributed directly with systems for tar crawling effects and tentacle rigging/animation system for controllable procedural semi-organic motion
31		<p>Scooby Doo 2 3D Supervisor</p> <ul style="list-style-type: none"> - beyond supervision of the 3D team, contributed directly with systems for tar crawling effects and tentacle rigging/animation system for controllable procedural semi-organic motion
32		<p>Catwoman Facility CG Supervisor</p> <ul style="list-style-type: none"> - whip rigging - overall 3d supervision
33		<p>Catwoman Facility CG Supervisor</p> <ul style="list-style-type: none"> - whip rigging - overall 3d supervision
34		<p>Catwoman Facility CG Supervisor</p> <ul style="list-style-type: none"> - contributed to vfx composition/design - whip rigging - overall 3d supervision
35		<p>G.I. Joe: The Rise of Cobra TD/Particle FX Artist</p> <ul style="list-style-type: none"> - plasma blast setup, animation, lighting and rendering - Mark Theriault should be credited with designing effect's 3dsmax implementation
36		<p>G.I. Joe: The Rise of Cobra TD/Particle FX Artist</p> <ul style="list-style-type: none"> - plasma blast setup, animation, lighting and rendering - Mark Theriault should be credited with designing effect's 3dsmax implementation

37		<p>Dragonball Evolution Lead 3D Artist - dust, debris and smoke for cliff launch</p>
38		<p>Dragonball Evolution Lead 3D Artist - smoke, sparks and thrusters for crash sequence</p>
39		<p>Dragonball Evolution Lead 3D Artist - smoke, sparks and thrusters for crash sequence</p>
40		<p>Dragonball Evolution Lead 3D Artist - dust, debris and smoke for cliff launch - smoke, sparks and thrusters for crash sequence</p>
41		<p>Dragonball Evolution Lead 3D Artist - energy blast design and implementation lead, creating cloth and fumefx simulations to drive krakatoa particles</p>
42		<p>Dragonball Evolution Lead 3D Artist - dust, debris and smoke energy impact - energy blast design and implementation lead, creating cloth and fumefx simulations to drive krakatoa particles</p>
43		<p>Dragonball Evolution Lead 3D Artist - energy blast design and implementation lead, creating cloth and fumefx simulations to drive krakatoa particles</p>

44		<p>Journey to the Center of the Earth 3D TD/Particle FX Artist</p> <ul style="list-style-type: none"> - particle vfx including creature rainhits, runoff and flicked spray. - particle splash effects and distant wave blowing mist effects
45		<p>Journey to the Center of the Earth 3D TD/Particle FX Artist</p> <ul style="list-style-type: none"> - particle vfx including creature rainhits, runoff and flicked spray - particle splash effects and distant wave blowing mist effects - fumefx simulated particle wake foam
46		<p>Journey to the Center of the Earth 3D TD/Particle FX Artist</p> <ul style="list-style-type: none"> - particle vfx including creature rainhits, runoff and flicked spray. - particle splash effects and distant wave blowing mist effects
47		<p>Journey to the Center of the Earth 3D TD/Particle FX Artist</p> <ul style="list-style-type: none"> - particle vfx including creature rainhits, runoff and flicked spray. - particle splash effects and distant wave blowing mist effects
48		<p>Idlewild Facility CG Supervisor</p> <ul style="list-style-type: none"> - primarily supervised tracking, modelling, lighting and rendering of cg train - contributed directly to smokestack and steam effects - please note day-for-night effect was applied POST delivery of 3d to ocmpositing
49		<p>Idlewild Facility CG Supervisor</p> <ul style="list-style-type: none"> - primarily supervised tracking, modelling, lighting and rendering of cg train - contributed directly to smokestack and steam effects - please note day-for-night effect was applied POST delivery of 3d to ocmpositing
50		<p>Idlewild Facility CG Supervisor</p> <ul style="list-style-type: none"> - primarily supervised tracking, modelling, lighting and rendering of cg train - contributed directly to smokestack and steam effects - please note day-for-night effect was applied POST delivery of 3d to ocmpositing

51		<p>Idlewild Facility CG Supervisor</p> <ul style="list-style-type: none"> - primarily supervised tracking, modelling, lighting and rendering of cg train - contributed directly to smokestack and steam effects - please note day-for-night effect was applied POST delivery of 3d to ocmpositing
52		<p>Cursed Facility CG Supervisor</p> <ul style="list-style-type: none"> - oversaw 3d tracking, animation, matchmoving, texturing/lighting/rendering and particle dust/debris
53		<p>Cursed Facility CG Supervisor</p> <ul style="list-style-type: none"> - oversaw 3d tracking, animation, matchmoving, texturing/lighting/rendering and particle dust/debris
54		<p>The Chumscrubber Facility CG Supervisor</p> <ul style="list-style-type: none"> - oversaw facility pipeline for in-game, show open and hallucination vfx
55		<p>The Chumscrubber Facility CG Supervisor</p> <ul style="list-style-type: none"> - oversaw facility pipeline for in-game, show open and hallucination vfx
56		<p>The Chumscrubber Facility CG Supervisor</p> <ul style="list-style-type: none"> - oversaw facility pipeline for in-game, show open and hallucination vfx