

Randall Bahnsen
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Professional Experience

April 2014-Current

(Industrial Light and Magic) Creature Technical Director

Setup and simulation of Hair, Cloth, Muscle and Flesh for photo-realistic digital characters.

February 2013-April 2014

Freelance animator and graphic artist

January 2004-February 2013

(Rhythm and Hues) Senior Technical Animator / Technical Animation Show Supervisor

Responsible for overseeing both International and domestic Technical Animation crews ranging from two to eighty team members. Primary technical tasks involved the dynamic simulation of Hair, Cloth, Fur and Skin for computer generated photo-realistic characters.

July 2003-January 2004

(Rhythm and Hues) 3D Motion Tracking and Matchmove

Responsible for re-creating the motion of physical cameras and characters inside of virtual environments. Also handled documentation and training tasks related to tracking.

June 2002-July 2003

(Cinesite Hollywood) 3D Motion Tracking and Scene Setup Dept. Supervisor

Primary Department Tasks: Setup of all 3D shots and their various elements and sub-elements, tracking of cameras and objects, creation of virtual cameras and sets. Integration of cameras and geometry into multiple shot elements. Overseeing scene flow through production pipeline from setup to animation and lighting.

Secondary Tasks: Plate stabilization, some modeling, animation, texturing and lighting. Lens distortion removal, conversion of Maya scenes and geometry for use in other packages such as Houdini.

2000-2002

(Cinesite Hollywood) Motion Tracking and Scene Setup

Primarily responsible for re-creating the motion of physical cameras and characters inside of virtual environments. Occasional animation and lighting tasks and some particle simulation work.

1999-2000

(Netthis Inc.) Multimedia manager

Online media startup. Responsible for web design and maintenance, video production and post production, creation of 2D/3D graphics and animation. Also responsible for purchase and maintenance of video editing suites and related equipment.

1997-1999

(Cinesite Hollywood) 2D/3D Technical Assistant

Responsible for render watch, data operations, file conversions, basic video editing, transfers and backups. Occasionally handled dust busting tasks.

Production Experience

Technical Animation/Cloth and Hair Simulation

Solo: A Star Wars Story
Transformers Universe: Bumblebee: The Movie
Jurassic World 2 (VR Experience)
Thor: Ragnarok
Kong: Skull Island
Carne ye Arena (VR experience)
Ant-Man
Warcraft
Teenage Mutant Ninja Turtles
Life of Pi
Grownups 2 (supervisor)
300: Rise of an Empire (supervisor)
Alvin and the Chipmunks: Chipwrecked (International supervisor) Hop (lead)
Yogi Bear (lead)
Marmaduke (supervisor)
Alvin and the Chipmunks: The Squeakquel
Aliens in the Attic (supervisor)
Night at the Museum: Battle of the Smithsonian
The Incredible Hulk(lead)
Alvin and the Chipmunks (supervisor)
Evan Almighty (supervisor)
Night at the Museum (lead)
Garfield: A Tail of Two Kitties (lead)
The Chronicles of Narnia: The Lion, the Witch and the Wardrobe (lead)
The Ring Two

I/O -Technical Assistant

Sphere	Wild Wild West
Airforce One	13th Warrior
Event Horizon	Dr. Doolittle
Devil's Advocate	Out of Sight
Hard Rain	Lost Souls
Titanic	Practical Magic
Primary Colors	Deep Blue Sea
Virus	Armageddon
Batman and Robin	Get Over It
Post Man	X-Men
Rocket Man	Red Planet
Spawn	13 Days
Gattica	6th Day
The Truman Show	The Mummy
Double Jeopardy	For Love of the Game
Lethal Weapon 4	Message In a Bottle
Chill Factor	The Mothman Prophecies

Motion Tracking/Show Setup

Envy (supervisor)	We Were Soldiers
The In-Laws (supervisor)	Willard (supervisor)
Freddy Vs. Jason (supervisor)	Solaris (supervisor)
X-Men 2 (supervisor)	The Time Machine
Garfield	Red Dragon
The Chronicles of Riddick	Rat Race
The Ring Two	ClockStoppers
Superman Returns	Windtalkers
The Chronicles of Narnia: The Lion,the Witch and the Wardrobe	Megiddo
Thir13en Ghosts (supervisor)	Carnivale
Road to Perdition (supervisor)	Spy Kids 2

Software Packages

Adobe CC (Photoshop, After Effects, Premier, Illustrator etc..), Maya, Zeno,
Lightwave, 3DEqualizer
Fusion, Nuke,Gimp, Blender, Voodoo (R&H proprietary) Messiah Studio,
Electric Image, Vue, Anime Studio, Silo, Final Cut

Platforms

Irix, Linux, Macintosh, Windows

Skills

Cloth, hair and skin simulation, camera tracking, matchmoving, 3D modeling, rigging, animation, lighting and compositing skills.

Education

University of Toledo Dept. of Theatre and Film