

# HENRYPENG.NET

if it **looks** correct, then it is **correct**

Web: <http://henrypeng.net>

Email: [vfx.henrypeng@gmail.com](mailto:vfx.henrypeng@gmail.com)

Cell: +1 604 339 6680

## < Work Experience >

### **Rhythm & Hues Studios**

Vancouver, BC

Oct 2011 - Present

**Matchmove TD:** camera / object tracking, character roto-animation, modeling, layout

### **Image Engine**

Vancouver, BC

Nov 2010 – Sept 2011

**Matchmove TD:** camera / object tracking, character roto-animation, modeling, layout

### **Zoic Studios**

Vancouver, BC

April 2010 – Nov 2010

**3D Generalist:** tracking, layout, camera work, camera projection, lighting for feature film

### **Stargate Studios**

Vancouver, BC

March 2007 – April 2010

**3D Generalist:** Work with all aspects of shots from scratch to finish for TV work

## < Skill >

### **Matchmoving**

Using **3D Equalizer**, **PFTTrack**, **PFTMatchit**, **Syntheyes**, **Boujou**, Nuke and Maya to reproduce exact camera moves within a computer environment and **3D stabilization**, **Parallax** and **Rolling-shutter** Correction & Creation. Understanding of photography and the effects of different lenses on perspectives.

### **Lighting and Shaders**

Strong knowledge of **Mental Ray**, and **Vray** in **Linear Workflow**. Creating photorealistic lighting by using image based lighting, traditional lighting and hybrids. Solid knowledge with Maya **Hypershade**. Experience with Vray and Renderman renderer.

### **General 3D**

Scene setup and prep work in Maya. **Modeling**, Shading, Lighting, **Animation**, **Rigging**, **Dynamics**, Camera work and **Rendering**. Experience with **MEL**, **Python** in Maya, and **RIB** and

**RSL** in Renderman.

### **Compositing**

Solid overall knowledge and experience with Nuke, Fusion and After Effects in regards to integrating and compositing CG elements.

## **< Education >**

### **Chung Hua University of Taiwan**

**Bachelor** of Computer Science & Engineering

### **Vancouver Film School**, Vancouver, BC, Canada

**Diploma** of 3D Animation and Visual Effects

## **< Credits >**

Feature	TV
- 2012 - <ul style="list-style-type: none"><li>• Snow White and the Huntsman</li><li>• Battleship</li><li>• Save House</li></ul>	- 2011 - <ul style="list-style-type: none"><li>• Best Player</li></ul>
- 2011 - <ul style="list-style-type: none"><li>• Twilight: Breaking Dawn</li><li>• The Thing</li><li>• HOP</li><li>• Apollo 18</li><li>• Red Riding Hood</li><li>• Priest</li><li>• Limitless</li><li>• The Big Bang</li></ul>	- 2010 - <ul style="list-style-type: none"><li>• 24</li><li>• Happy Town</li></ul>
- 2010 - <ul style="list-style-type: none"><li>• Devil</li></ul>	- 2009 - <ul style="list-style-type: none"><li>• Defying Gravity</li><li>• Heroes</li><li>• Saving Grace</li><li>• Trauma</li><li>• Scooby Doo! The Mystery Begins</li></ul>
- 2007 - <ul style="list-style-type: none"><li>• Battle in Seattle</li></ul>	- 2008 - <ul style="list-style-type: none"><li>• Kyle XY</li><li>• Samurai Girl</li><li>• Merlin and the Book of Beasts</li><li>• October Road</li><li>• General Hospital</li></ul>
	- 2007 - <ul style="list-style-type: none"><li>• Reaper</li><li>• Dead Zone</li></ul>