

Eric Hanson
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July 05 - Present: Visura Imaging/ Xrez

- VFX Supervisor - Contractor for 50 shots for "The Race For Flight", a National Park Service HD documentary on the Wright Brothers for Aperture Films. Contractor for a difficult environmental shot from Sassoon Film Design for "Magnificent Desolation", a 3D Imax feature re-creating the Apollo moon landings.

Aug 04 - Present: Gnomon Workshop

- Senior Producer - Responsible for overseeing and development of a new line of DVD educational titles covering various aspects of visual effects production. Created 4 personal titles on digital sets as well as acting as producer for other contributing authors.

Nov 02 - Aug 04: Digital Domain

- CG Aircraft Lighting Lead - Supervising lead for early lighting R&D for "*Stealth*". Responsible for look development and RenderMan shader implementation on military jet aircraft surfaces. Use of Maya, MTOR/RenderMan, Nuke.
- CG NYC Lead - Supervising lead for digital cityscape elements on "*The Day After Tomorrow*". Responsible for coordination, strategy and production of ambitious digital cityscape portraying present-day Manhattan. Large team and complex pipeline issues. Use of Maya, MTOR/RenderMan, Nuke.

Nov 01 - May 02: SimEx Digital Studios

- CG Sequence Supervisor- Lead supervisor for cityscape scenes in "*Racers 4D*", an HD stereoscopic special venue film for Legoland. Contracted independently for production design through final delivery of 24 shots. Use of Maya, Shake.

Dec 00 - Oct 01: Xulu Entertainment

- Director of Art Production- Responsible for design and implementation of film-level content destined for delivery in a unique, immersive virtual reality venue. Concentration on production art, real-time issues. Use of Maya, proprietary real-time driver code and plug-ins.

Apr 00 - Dec 00: Sony Pictures Imageworks

- Senior Technical Director- Shader and lighting work for whale element and digital reef shoreline in "*Cast Away*". Previz digital set work for "*Spiderman*". Set extension work of elevator shaft for "*Hollow Man*". Use of Maya, Houdini, RenderMan, BIRPS.

Mar 99 - Dec 99: Dream Quest Images

- 3D Matte Painting Supervisor- Lead 3D Matte Painter for "*Bicentennial Man*" and "*Mission to Mars*". Developed set extensions and 3D matte paintings of futuristic San Francisco and Wash DC. Use of Maya, MTOR, RenderMan, Shake.