

Norris Houk III
Santa Monica, CA
(310) 871-5972

Experience:

2009-current **Method Studios** – CG Lead design department

- Lead on variety of projects currently Microsoft's 50/50 campaign
- Communicate between client, production, and multiple departments
- Created work for numerous commercials and major motion pictures including; Captain America and Avengers.

2007-2009 **Logan Media** – Freelance Broadcast animation

- Worked on a variety of large animation projects including Apple, Lexus, Konami, Twizzlers, Hershey's, and Sony Playstation.
- Had a variety of creative and technical tasks such as 3d modeling, texturing, lighting, animation, compositing, dynamics animation, rotoscoping, 3d tracking, etc.

2004-2013 **The Masses** – VFX consultant and freelance VFX supervisor

- The Masses are a music video production company and director collective
- Worked with the Masses on a variety of music videos and media projects
- Project highlights
 - Lead animator on Modest Mouse "King Rat" music video directed by Heath Ledger
 - VFX supervisor on Biffy Clyro "Opposites" music video for Universal music
 - VFX and animation on Barbara Streisand "Gonna Rain" lyric video
 - Designer and animator for Los Angeles International Film Festival 2004

2004-2007 **Catalyst Media / Richard Kidd VFX** – VFX apprenticeship

- Worked on a few major films and media projects.
- Apprenticed with Richard Kidd a VFX supervisor
- Project highlights
 - Transformers, Tracking and comping motion graphics into displays.
 - Spider-man 3, Tracking and comping
 - Chronicles of Narnia, The Lion, the Witch, and the Wardrobe, created dynamics system for icebergs and river splashes

2007 **Playground Media Group** – New Line Cinema Documentary

- Created 3d moves on photographs with after effects
- Created graphics animations
- Designed and animated 3d (Maya) graphics sequences.
- Managed outsourced rendering.

2005 - 2006 **Tigar Hare Studios** – freelance artist

- Created animations and cinematics for video games, also led a tracking team
- Video games include X-Men 3 and Command and Conquer 3

2004 & 2005 **Raymond Pettibon** – Fine Art Animation

- Raymond Pettibon is a major American fine artist.
- Animated Raymond's artwork for a show in New Mexico and later at The Whitney in New York
- Project included 3D animation, cutout, and warp effects.

2002-2003 **Boy Wonder Visual Effects** – Production Artist

- Wire removals and FX animation for feature film BulletProof Monk.
- 3D modeling/texturing and After Effects compositing for BulletProof Monk
- FX animation and render management for feature George & the Dragon

2000 **FOX.com** – internship

- Designer and animator for the FOX.com web site
- Designed Webpages, logos, advertisements, flash animations, etc.
- Designed pages for X-Files, Simpson's, and most other FOX properties

Education:

2001 **OTIS College of Art and Design** – BFA Degree in Digital Media
 Los Angeles, California

Computer Skills:

- Maya – vray, mental ray
- Nuke
- After Effects
- Z Brush
- Photoshop
- Illustrator
- many others