Josh Lange

Previs + Layout

Josh Lange
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Skills

Visualization (Pre, Post, Tech, Pitch), Oculus Rift VR; Theme Park Rides; Layout; Final Animation (Character, Vehicle, Creature, Camera); Compositing; Storyboards; Editing; Motion Capture; Supervising and Mentoring. Software: Maya, Photoshop, After Effects, Premiere, Shotgun, PFTrack, Cinesync, Skype Hardware: PC

Experience

Pixomondo / Layout Supervisor, Previs Lead
APRIL 2018 -MARCH 2019

Supervised eight-person Layout team; Previs Lead for eight episodes; created storyboards; oversaw previs asset design and creation; developed and documented VFX layout workflow using proprietary pipeline tools; troubleshot publishing errors with final VFX artists; gave animation direction during dailies; training and mentoring - "The Orville"

Previs animation and compositing; layout; final animation - "Star Trek: Discovery"

The Third Floor / Senior Previs Artist, Postvis Artist, Techvis Artist
JULY 2017-FEBRUARY 2018, SEPTEMBER 2010 - MARCH 2013

Visualization; Keyframe animation (character, camera, vehicle, prop, etc.); mocap editing/performance; techvis diagrams; After Effects compositing

Proof / Previs Supervisor, Previs Lead
MARCH 2013 -FEBRUARY 2017

Supervised nine previs artists to create four TV spots and one short film in six weeks. Led twelve previs artists for feature film.

Education

The Vancouver Film School / Certificate of Recommendation
AUGUST 2000 - DECEMBER 2001, VANCOUVER, BC

3D Animation and Visual Effects Class of 28. Received festival extension scholarship. Animated and storyboarded commercial and promo shorts for the Los Angeles International Short Film Festival.

The Evergreen State College
AUGUST 1999 - JUNE 2000, OLYMPIA, WA

Received TESC Foundation scholarship. Attended Psychology, Chinese Cinema, and screenwriting courses. Ad Designer for school paper.