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VFX CHRYSTIA SIOLKOWSKY

Imaginarium Studios
London, UK

Motion Editor
2015 – 2016

Optimized digital sets for realtime previz capture

Animated virtual cameras

Facial and body motion editing/animation

Quality control and continuity management

Unity consulting

Tool development for MotionBuilder and Maya

Organized, delegated and executed revisions across sequences

> 66 In my spare time, I began to learn about immersive experiences and developing for virtual reality. I devised a game called 'TrumPinata' for the HTC Vive which is now available on Steam. 99

Weta Digital
Wellington, NZ

Motion Editor
Roto Artist
2009 – 2014

Integrated motion elements into shots/3d environments

Separated components of a shot (including hair, cloth + natural elements) to simulate depth (roto) in mono and stereo productions

Green screen extraction + tracking

Created Nuke training and taught colleagues how to integrate characters into a shot

Collaborated with compositors to ensure that deliveries met their needs

Prototyped a tool to export splines from Silhouette to Nuke

Assembled 3d files for other artists to work from

Facial and body animation for heroes and crowd

Reference camera operator

> 66 The most complex piece of integration I did here was for a 45 second shot where 9 characters needed to be separated from the plate, in stereo. 99

Rainmaker Entertainment
Vancouver, CA

FX Artist
2008 – 2009

Created digital explosions, fire, water, smoke, destruction

Modelled, textured, lit, rigged, rendered and composited effects

Look development/concepts for various effects

Colour corrected sequences

Built fx rigs and tools

> 66 A director on another show borrowed me to composite on his team during crunchtime. He approached me because he knew I could jump in and hit the ground running, and the pressure of deadlines didn't bother me. As a result of my contribution the show delivered on time and on budget. 99

Cinemanix Productions
Pittsburgh, PA

Mocap Artist
2006 – 2007

Partnered with the supervisor to develop and streamline the motion capture pipeline

Investigated new workflows and wrote scripts to automate the rigging process

Calibrated the stage/cameras

Operated on-stage capture sessions

Retargeted, solved and edited mocap data

> 66 The most interesting piece we did was an immersive dome project for the local planetarium. It was exciting to be part of a team that had to solve unconventional rendering formats. 99

SOFTWARE

MAYA

NUKE

UNITY

MOTIONBUILDER

PHOTOSHOP

AFTER EFFECTS

SKILLS

Python, MEL, C#
Photography
Compositing
Animation
VR

EDUCATION

Vancouver Film School
3D Animation and Visual Effects
Diploma with honours

Art Institute of Pittsburgh
Media Arts and Animation
BSc with honours