

# Adam Benson

## VFX/CG/Comp Supervisor

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VFX Mad Scientist, Creator of the Impossible, Lover of Obscure Instruments.

VFX/CG/Comp Supervisor, Technical Director and Pipeline Developer specializing in Characters and Creatures for Film, Animation and Episodic Television. Experience includes Show Supervision, Character Rigging, Animation and Tool Development. A true Generalist: I've worked in nearly every aspect of production from Modeling, Texturing, Rigging and Animation to Crowd Simulations, Dynamics and Cloth Simulations, Hair, Fur and Muscle Systems, Toon Shading and Compositing.

My diverse experience has included work for full CG animation, photo-realistic, stylized and toon shaded productions, as well as live and pre-recorded motion capture for films, games, and VR experiences. I have also worked on photo-real CG VFX for both film, episodic TV, and commercials.

### Experience:

#### Marvel Studios

##### CG Supervisor

24 Jan 2022 to 26 Jan 2024

- Managed a diverse team including modelers, lookdev artists, riggers, animators, pre-vis, and design artists, orchestrating the seamless collaboration of different specialties.
- Maintained and enhanced vendor relationships, working closely with them to achieve the desired visual aesthetics for the show.
- Contributed hands-on to compositing, character rigging, crowd simulations, and FX work, showcasing multifaceted technical skills.
- Stepped in for modeling and look development on characters and props as required, demonstrating adaptability and a broad skill set.
- Oversaw bidding processes for various CG department tasks, ensuring cost-effective and efficient resource allocation.
- Developed and managed artist schedules, guaranteeing timely completion of tasks and adherence to project timelines.

##### Eyes of Wakanda

Disney+  
Season(s) 1

#### CoSA VFX

##### CG Supervisor

10 Apr 2020 to 26 Jan 2022

- Served as CG Supervisor on multiple high-profile projects, including "Unbearable Weight of Massive Talent," "Night Sky," "Helstrom," and "Resident Alien," showcasing leadership in managing diverse visual effects teams.
- Led and coordinated teams consisting of modelers, look dev artists, camera trackers, layout artists, riggers, character animators, FX artists, set designers, and lighting/rendering artists, ensuring efficient and creative workflow.
- Played a key role in designing and overseeing complex visual effects, including body doubles, head replacements, fire elements, smoke, snow, and water effects, enhancing the visual storytelling of each project.
- Managed bidding, scheduling, and quality control for all CG aspects, ensuring project deliverables met client standards and deadlines.
- Developed and implemented innovative FX solutions, contributing significantly to the visual impact and success of each series and film.

##### Resident Alien

SyFy  
Season(s) 1 & 2

##### Night Sky

Amazon Prime  
Season(s) 1

##### Unbearable Weight of Massive Talent

Lions Gate

##### Helstrom

Hulu, Marvel  
Season(s) 1

#### Aaron Sims Creative

##### CG Supervisor, Technical Director

12 Sep 2016 to 31 Oct 2018

- Spearheaded CG Supervision across multiple high-profile projects, ensuring excellence in visual quality and project execution.
- Developed and implemented advanced rigging and animation techniques for characters, animals, and creatures, enhancing realism and creativity in various series.
- Led and managed diverse teams of artists, fostering collaboration and efficiency in FX, animation, and shot assembly.
- Innovated in pipeline development, creating a comprehensive ASC pipeline integrated with the Shotgun system, along with custom DCC integrations, publishing, and artist tools.
- Designed and implemented efficient, real-time project tracking and artist review systems, improving productivity and communication.
- Pioneered unique software solutions, including a Maya/Deadline turn-table tool, farm-enabled utilities, and a remote publishing system, significantly enhancing workflow and global collaboration capabilities.
- Executed complex simulations (cloth, hair, rope, chain) and composited key visual elements, contributing to the overall aesthetic and technical success of the projects.

##### Asura

##### The Mist

Spike TV  
Season(s) 1

##### Midnight Texas

NBC  
Season(s) 1

##### Stranger Things

Netflix  
Season(s) 1 & 2

## The Third Floor

**Crowd Sim & Character TD,  
Compositor, VFX Artist, Technical  
Director, VFX Artist**

11 Jul 2016 to 02 Sep 2016

- Set up characters for Golaem Crowd Simulations in Maya, ensuring lifelike crowd behaviors and interactions.
- Developed Golaem rigging tools to automate behavior clip creation from existing animations, showcasing innovation and efficiency.
- Crafted tools for converting traditional rigs into Golaem capture rigs, exemplifying your adaptability and technical skill.
- Rigged characters and props, forming the foundation for character movement and interaction within various projects.
- Performed as a Maya Animator and After Effects compositor for "Thor: Ragnarok," contributing to pre-production post-compositing of several shots.
- Developed an advanced mathematical system for a pre-production effect, significantly enhancing the film's visual storytelling.
- Modeled and rigged a variety of weapons and props in Maya, demonstrating both artistic and technical prowess.
- Created shaders and materials, adding realism and visual appeal to the assets, and built tools for efficient scene material management.
- Conducted preliminary crowd simulation work in Golaem, adding dynamism to crowd scenes.
- Innovated artist tools for Golaem Crowd simulations, streamlining the integration of hand animations and improving workflow efficiency.
- Developed viewport tools for quick material renaming, enhancing productivity and workflow for artists.

**Kid Robot**

**Thor: Ragnarok**  
Marvel

**Nehza**

## Gradient FX

**Nuke Compositor**

17 Mar 2016 to 30 Jun 2016

- Worked as a Nuke Compositor on notable episodic TV shows, including "The Last Ship," "Fear the Walking Dead," and "Stranger Things," showcasing versatility and technical proficiency in visual effects.
- Specialized in blending CG elements with live-action footage, executing complex set extensions and scene enhancements to elevate the narrative impact of each show.
- Handled diverse compositing tasks such as sky replacements, procedural generation of star fields, and integration of large-scale CG organisms and effects.
- Added detailed visual elements like blood hits, zombie effects, floating debris, and magical effects, contributing to the unique visual style of each series.
- Demonstrated a keen eye for detail and creative problem-solving in dynamic compositing, ensuring seamless integration and consistency in all episodes.

**The Last Ship**  
TNT  
Season(s) 1

**Fear the Walking Dead**  
AMC  
Season(s) 2

**Stranger Things**  
Netflix  
Season(s) 1

## Masters FX

**CG Supervisor**

17 Aug 2015 to 29 Jan 2016

- Functioned as CG Sequence Supervisor and Pipeline Developer, leading and executing complex CG integration shots, including match-move wounds, environment shots, and practical effects.
- Innovated a Nuke pipeline system for instant setup of shots, integrating read and write nodes and streamlining the organization of shots and assets.
- Developed a slate builder for Nuke, automating accurate slate creation with comprehensive details like artist names, running times, and version numbers.
- Managed and supervised a team of 12 Maya and Nuke artists, fostering a collaborative and productive environment.
- Created specialized production tools for efficient assembly of high-volume "monitor" shots, significantly reducing manual compositing time.
- Contributed to enhancing the Shotgun platform with additional tools, improving project management and workflow efficiency.
- Demonstrated expertise in compositing CG shots and chroma-key plate shots, as well as scripting utilities for multi-sequence shot creation.

**The Belko Experiment**  
MGM

## Software & Programming Skills

**Software / DCCs**

Maya, Avid, Photoshop, Illustrator, After Effects, Nuke X, Z Brush, Substance, Unreal Engine, SynthEyes, Arnold, Nuke Studio, Houdini, Davinci Resolve, PF Track, V-Ray, Autodesk Toxik, Fusion, Fume FX, Rayfire Dynamics, Freehand, Final Cut Pro, Motion Builder, Combustion, Shake, 3DS Max, Boujou, Golaem Crowd, HDR Shop, EvaRT, Premiere, Apple Motion, Lightwave, Mokey, Mental Ray, Shave And A Haircut

**Programming Languages**

Python, MEL Script, Shotgun, MAX Script, ASP, Javascript, SQL, ColdFusion, VBScript, PHP, AJAX, Un poco espanol, ActionScript,

## Additional Skills

In addition to my expertise in visual effects, I am a versatile artist with talents spanning multiple disciplines. As a multi-instrumentalist, I skillfully play guitar, drums, bass, piano, cello, violin, theremin, mandolin, ukulele, trumpet, and concertina, complementing my skills in music composition. My literary portfolio, including several novels and screenplays, showcases my prowess in storytelling and writing. Discover more about my literary works on my website.

## Education

<b>University of Advancing Technology</b>	2005	Bachelor of Science (B.S.), Multimedia/Visual Effects
<b>Oklahoma City Community College</b>	2002	Associates, Multimedia

## Find Out More

**LinkedIn**  
<https://www.linkedin.com/in/sleepdeprivedproductions/>

**IMDB**  
<http://www.imdb.com/name/nm1652474/>

