

Gert Van dermeersch

senior compositor - visual effects designer

Born in Antwerp, Belgium, 1967.

I studied traditional (drawn) animation and graphic design at the Royal Academy of Fine Arts in Ghent and Antwerp between 1986 and 1992. Soon afterwards, I started working in Belgium as animator and graphic designer on commercials for amongst others McDonald's and Amnesty International. This introduced me to visual effects and CG animation at the now defunct company LBO, where I enjoyed my training in compositing on Quantel Harry, Illusion and Flame.

My general knowledge and abilities includes photorealistic **2D/3D compositing** and creative **motion design**. I'm able to lead a team but enjoy mostly the design/compositing process, be it the look of visual effects for film, or pure graphics for tv and commercials. Relevant software knowledge: Flame/Inferno, Shake, Photoshop (+5 years experience), some use of Mokey for area tracking.

I'm trilingual **Dutch, English, French** with client skills in all three languages. Through my work in Portugal, a 3 month course in London and regular travel in Mozambique and Angola I can speak, understand and read some **Portuguese**. Other countries I visited are a.o. Algeria, Marocco, Namibia, Zambia, Malawi, Tanzania, Egypt, Lebanon, Syria, Jordan, Turkey, the USA, Argentina, Chili and most of Europe.

Recent compositing work

Most recently I was senior compositor at **Cinesite Europe**, working on **Bedtime Stories**. Other work at Cinesite (since September 2004) included:

Beverly Hills Chihuahua.

Fred Claus:

Talking dogs (cg muzzle replacements).
Sleigh ride, design of "Fred in front of the moon" shot.

Harry Potter and the Order of the Phoenix:

Stardust:

Lead artist on the candle shots.
Effects designer on "Ghosts to Heaven" sequence.

Little Man:

Stormbreaker:

V for Vendetta:

2D head replacements.

MI5 sequence.

Knife sequence in Victoria Underground Station.

Charlie and the Chocolate Factory:

Chocolate factory model shots, CG elevator sequence.

Harry Potter and the Gobelet of Fire:

Hitchhikers Guide to the Galaxy:

Ballroom sequence.

Fan girl sequence, whale sequence.

Compositing of 2D/3D clouds and CG Heart of Gold.

August 2004: **The Farm**, Dublin:

Freelance Flame artist

February 2004 - July 2004: **Cinesite** Europe, London.

King Arthur: Creation of frozen winter landscapes through a combination of grading, matte paintings, rotoscoping and CG snow elements.
Compositing of CG fireballs and arrows, CG smoke trails and mist.

Harry Potter and the Prisoner of Azkeban: Creation of moving paintings at Hogwarths.

Previous work in brief

December 2003 - January 2004: Compositor on Les Fils du Vent at **Men From Mars**.

April 2003 - September 2003: Flame artist at **Alcantara Estudios**. (commercials for Vodafone Portugal & Spain, Montaini Films)

June 2002 - March 2003: Compositor at **Double Negative**. (Tomb Raider 2, Johnny English, Bugs (IMAX stereoscopic movie), Radar Pictures opening titles.

May 2001 - February 2002: Flame artist and graphic designer at **BBC Science Graphics** on the documentary series **Space, How to build a Human, Threads of Life** and **Building the Impossible**.

March 2000 - February 2001: Flame artist at **Screen Scene**, Dublin.
Day to day post production on Flame and Flint for commercial clients;
The Beckett Project, the acknowledged Channel4 series of Beckett plays on film: What Where by Damien O'Donnell; Ohio Impromptu by Charles Sturridge and Happy Days by Patricia Rozema;
On the Nose, opening titles for the film by David Caffrey.

September 1997 - February 2000: Freelance Flame artist. UK clients include BigBuoyTV, Matelot, XTV, BskyB, Evolutions TV, Peach, Rushes, LIVE TV, MTV, BBC MediaArc (Bristol)
Clients abroad include The Farm (Dublin); Alcantara Estudios (Lisbon); ARRI (Munche); Frame by Frame (Rome); Trix (Brussels).

Awards

Finalist of the **MTV Free Your Mind 1993** art-break design competition with a 30 second short movie "**La Famille Fil de Fer - The Wireframe People**".