

ROB WINFIELD

Flame Artist: VFX Compositing & Finishing

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www.robwinfield.com

SUMMARY

For roughly the past 23 years, I've worked as a Flame Artist, crafting beautiful and believable imagery of both impossible and mundane things. I've been credited as both a Lead & Senior Artist. But, really, I'm just one of those enthusiastic workaholic (voluntarily so) Flame Artists who just loves and lives the job, always aiming to produce the highest caliber work.

I'm primarily a freelancer, unless you count my frequent stints at The Mill, which qualify more as resident permalancer. I've also got my own company for all those 1099 gigs, titled Big Electric Cat, LLC, through which I've contributed to a who's who of VFX post houses.

To name a few ... Kevin VFX, Chapeau FX, Framestore, Logan, Luma, The Mission, Digital Domain, Gentleman Scholar, A52, Zoic, Method, Ntropic, Motion Theory, Hydraulx, and of course, The Mill.

These days, my focus is mainly commercials, but I also participate in a variety of films, TV episodics and music videos. Essentially, I can do whatever you need in the compositing world, with the extra-added artistry that a seasoned Flame Artist provides.

I'm comfortable amongst the most difficult client-driven finishing sessions, and am quite effective in handling the shifting carpet of 2D on-set supervision. I'm also capable of aiding the bidding and design process. And whatever a given project requires, whether I'm there to lead, or lend my support, I'm there to offer my "A" game.

Flame skills include both the usual and unusual suspects: designing on the fly, comping the impossible, making CG believable, crafting/extending incredible and unremarkable environments, restoring youth and healthy complexions, keying the unkeyable, tracking the untrackable, and ensuring that everything conforms and delivers even in the most daunting of timetables.

I'm also pretty handy with Photoshop, and can maneuver my way through Nuke or After Effects. And back in my early days, I used to be a Senior Broadcast Designer. I did it for six years, won two BDA (Broadcast Design Association) awards, and still draw upon that knowledge today.

Specialties: All things Flame.

WORK HISTORY:

BIG ELECTRIC CAT, LLC

Playa del Rey, CA

2012 - Present

Lead/Senior Flame Artist: VFX Compositor & Finisher

THE MILL

Culver City, CA

2014 - Present

Lead/Senior Flame Artist: VFX Compositor & Finisher

KEVIN VFX

Venice, CA

2019

Senior Flame Artist: VFX Compositor

ARTJAIL

New York, NY

2019

On-set Flame Compositor (L.A. shoot)

CHAPEAU FX

Los Angeles, CA

2019

Senior Flame Artist: VFX Compositor

ZOIC

Culver City, CA

2015 - 2016

Lead/Senior Flame Artist: VFX Compositor & Finisher

THE MISSION

Venice, CA

2013 - 2015

Senior Flame Artist: VFX Compositor

FRAMESTORE

Culver City, CA

2013 - 2014

Senior Flame Artist: VFX Compositor & Finisher

LOGAN

Marina del Rey, CA

2012 - 2014

Lead/Senior Flame Artist: VFX Compositor & Finisher

LUMA PICTURES

Santa Monica, CA

2012 - 2013

Lead/Senior Flame Artist: VFX Compositor & Finisher

GENTLEMAN SCHOLAR

Culver City, CA

2013

Senior Flame Artist: VFX Compositor

NTROPIC

Santa Monica, CA

2012 - 2013

Senior Flame Artist: VFX Compositor

BRICKYARD VFX

Santa Monica, CA

2012

Senior Flame Artist: VFX Compositor

D TRAIN

Venice, CA

2012

Senior Flame Artist: VFX Compositor

SONY IMAGEWORKS

Culver City, CA

2011

Senior VFX Compositor (Nuke)

BIG BLOCK

Santa Monica, CA

2011, 2013

Senior Flame Artist: VFX Compositor

METHOD STUDIOS

Santa Monica, CA

2010

Senior Flame Artist: VFX Compositor

PUBLIC VFX

Venice, CA

2010

Senior Flame Artist: VFX Compositor

DIGITAL DOMAIN

Venice, CA

2009 - 2011

Lead/Senior Flame Artist | Nuke Artist: VFX Compositor & Finisher

A52

Santa Monica, CA

2009 – 2010

Senior Flame Artist: VFX Compositor

MOTION THEORY

Venice, CA

2008 – 2009

Lead/Senior Flame Artist | Nuke Artist: VFX Compositor & Finisher

LOOK EFFECTS

Hollywood, CA

2008

Flame Artist: VFX Compositor

HYDRAULX

Santa Monica, CA

2007 – 2008

Flame/Inferno Artist: VFX Compositor

KAKATY ENTERTAINMENT

Los Angeles, CA

2007

Lead Flame Artist | Inferno Compositor

LAKESHORE ENTERTAINMENT

Los Angeles, CA

2007

Lead Flame Artist | Inferno Compositor

G4 MEDIA

Los Angeles, CA
2004 – 2007
Lead Flame Artist | Senior Broadcast Designer

TECHTV

San Francisco, CA
2001 – 2004
Lead Flame Artist | Senior Broadcast Designer

XAOS, INC.

San Francisco, CA
1999 – 2000
CG Artist/Generalist | VFX Compositor (Shake)

ACADEMY OF ART COLLEGE

San Francisco, CA
1999
Flame/Flint Instructor – Advanced level compositing & image processing.

SAN FRANCISCO CITY COLLEGE

San Francisco, CA
1999
Multimedia Design Instructor – Fundamentals of graphic & broadcast design, typography, color theory.

ORGANIC, INC.

San Francisco, CA
1997 – 1999
Senior Graphic Designer – Web design.

ZIFF-DAVIS

San Francisco, CA
1995 – 1999
Art Director | Senior Graphic Designer - Electronic publishing.

SUBSTANCE, INC

San Francisco, CA
1993 – 1995
Co-founder | Art Director | Senior Graphic Designer

EDUCATION:

ACADEMY OF ART COLLEGE

San Francisco, CA

1995 – 1997

Master of Fine Arts: Computer Arts – Discreet Flame/Flint & Alias PowerAnimator

UCLA (Graduate)

Los Angeles, CA

1991 – 1993

Master of Fine Arts: Screenwriting

UCLA (Undergrad)

Los Angeles, CA

1987 – 1991

Bachelor of Arts: English Literature