

James May
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VFX, Lighting and Compositing for TV/Film and Games

Awards/Nominations

Emmy Award Winner (Midwest regional daytime) for Season One, “**Auto B Good**” (**lighting**)

Emmy Award Nominee (Primetime) for “Life After People” in category “Outstanding Visual FX for a Miniseries, Movie or Special” (**VFX, Compositing**)

Visual Effects Society Nominee for “Infestation”, in category “Outstanding Visual Effects in a Broadcast Miniseries, Movie or a Special” (**Technical Direction, Lighting, Texturing and VFX**)

Credits/Film

Lighting Technical Director

“**Anaconda 3**” and “**Anaconda 4**” (Sony Home Entertainment)

Dilated Pixels Inc. 6121 Sunset Blvd. Suite 103 Hollywood CA

Reference: PJ Foley, VFX Supervisor (323) 466-0930

Lighting Technical Director

“**Infestation**” (Icon Entertainment/Exoskeleton) 02/08-04/08

Dilated Pixels Inc. 6121 Sunset Blvd. Suite 103 Hollywood CA

Reference: PJ Foley, VFX Supervisor (323) 466-0930

Lighting, Compositing, animation, FX

“**Return to House on Haunted Hill**” (Warner Brothers) 02/07-05/07

UFO Film Inc. 3400 N. Alameda Burbank CA

Reference: PJ Foley, VFX Supervisor (818) 846-0465

Lighting, Compositing, animation, FX

“**Bats II Human Harvest**” (Silver Nitrate Pictures) 05/07-09/07

UFO Film Inc. 3400 N. Alameda Burbank CA

Reference: PJ Foley, VFX Supervisor (818) 846-0465

Lighting, Compositing, animation, FX

“**Ghost Voyage**” (UFO Films Inc.) 05/07-09/07

UFO Film Inc. 3400 N. Alameda Burbank CA

Reference: PJ Foley, VFX Supervisor (818) 846-0465

Lighting, compositing and liquid FX look dev

“**Beerfest**” (Warner Brothers) uncredited 05/06-08/06

EdenFX 1438 N. Gower St. Building 50 Hollywood CA

Reference: Eric Hance, Artist (323) 993-7051 x8457

Lighting & FX, particle systems, weather FX (rain)

Joss Whedon's “**Serenity**” (Universal Studios) credited as “James Allan May” 12/04 – 04/05

Zoic Studios, 3582 Eastham Dr. Culver City CA

Reference: Kristen Branan, VP of Production (310) 838-0770

Credits TV/direct-to-video:

“**Virtuality**” (2009), pilot, **CGI Environments** (NBC/Universal)
“**Caprica**” (2009), pilot, **Pyro VFX** (NBC/Universal)
“**Battlestar Galactica**” finale (2009), **pyro VFX** (NBC/Universal)
“**Battlestar Galactica: The Plan**” (2009), **pyro VFX** (NBC/Universal)

Work done for:

Battlestar VFX NBC/Universal (Alfred Hitchcock Building)
Reference: Doug Drexler, VFX Supervisor dougdrexler@rocketmail.com

Lighting, texturing & final/comp

“**Life After People**”, special, various VFX (History Channel) 09-07-12/07
“**Surface**”, TV series, fluid/weather FX and lighting, compositing (NBC/Universal), Season One 10/05 – 02/06
“**Invasion**”, TV series, fluid FV, lighting, compositing (ABC) series finale
“**Lost**”, TV series, water FX and compositing (ABC) season 2 finale

Work done for:

EdenFX 12421 W. Olympic Blvd. Los Angeles, CA
Reference: Steve Pugh, Producer (310) 481-7002

Lighting/look dev, FX particles, some modelling

“**Auto B Good**”, Emmy-winning all-CGI children's animated series, Season One 04/03 – 01/04
Wet Cement Productions, Edina MN (defunct)
Reference: Charles Meyer, former VP of Production (952) 942-1170

Commercials:

Lighting, FX, modelling, animation, particle systems

various TV spots including Jeep, Nationwide Insurance, Mattel and McDonald's 04/04 – 12/04
Sway Studio, 3535 Hayden Avenue, 4th Floor, Culver City CA 90232
Reference: Mark Glaser, owner (310) 844-7000

Games/Interactive:

Lighting, FX, particles, animation, shader networks (Maya 3)modelling, motion capture/rigging, some on-set work
Command & Conquer series: Tiberian Sun, TS:Firestorm, Red Alert 2, Renegade

Dune: Emperor

Nox

Pirates of Skull Cove (PS2) 12/97 – 02/02

Westwood Studios (defunct), formerly a division of Electronic Arts Inc.

In-game particle FX

Petroglyph Games 06/09 – 11/11

Skills and Tools:

3D:

LightWave 9.x – Generalist, proficient in all aspects, with greatest skill in lighting, shading, and particle/dynamic and volumetric FX.

Maya 2011 – Lighting, shading and particles/dynamics.

Vue D'Esprit v6.0 – CGI environments

2D:

AfterEffects CS5.5 – roto, manual and automatic tracking, general compositing

Combustion 3.x – general compositing

Nuke 2.x – general compositing (node-based)

Digital Fusion 4.x – general compositing

PhotoShop CS5.5 – general image editing

Operating systems: Windows 2k through 7 and Linux (various).

Background:

Education: Bachelor of Science in Electronics Engineering Technology (DeVry Phoenix 1997).

Professional Affiliations: Los Angeles SIGGRAPH, Visual Effects Society (VES), Academy of Television Arts and Sciences

I have been working professionally in CGI since 1994, and have experience dating back to 1989 (on the Amiga). My artistic background is in photography, dating back to 1987 in 35mm film, switching to full-frame digital in 2005.

In addition to CGI and basic compositing, I am experienced in all stages of production, including on-set lighting, camera, scriptwriting, direction and editing. My programming background includes assembly language and BASIC programming (with four published titles).

I am also a published writer, with articles in LightWave Pro magazine (1996) and for CGFocus.com (2005).

Additional references available upon request.