Casey Dame

Digital Humans Lead Technical Character Developer

Technical Animator - Character TD - Animation TD - Simulation TD - FX TD

Feature Film | Television | Commercials | IMDB Profile | VES Member | U.S. Navy Veteran

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SUMMARY

I build a bridge between Art and R&D. Accomplished VFX and CG professional with 15+ years expertise working on award winning feature films, television series, and commercials. Known for:

- Photo-realistic face reconstruction from volumetric capture to re-animate and enhance performance using AI applications
- Innovating, developing and integrating software tools that help artists generate realistic digital humans on large-scale productions
- Expert character rigger
- Full character biped/quadruped body and facial rigging and technical animation
- Cloth, hair, fur, feather, muscle, and skin sliding simulations
- Deformation, rigid body dynamics, textures, motion capture and tracking
- CG particles, fire, and water dynamic simulations and environmental lighting; on-set VFX lighting
- QC digital compositing and editing

TECHNICAL SKILLS

• Maya	• Python	• Nuke	• PyTorch	• Disney XGen	• Wrap4D	• Houdini
• Volumetric Capture	• PyCharm	• Open CV	• Domino	• Shake	• DeepFaceLab	• Unreal Engine 5
• Proprietary Shaders	• Golaem	• MEL	• RenderMan	• Mental Ray	• ShotGrid	• GitHub

PROFESSIONAL EXPERIENCE

Eyeline Studios—Powered by Netflix   **Los Angeles, CA**

Digital Humans Lead Character Technical Developer + Workflow and Integration   Aug 2022-Present

Film: Beverly Hills Cop: Axel F

Lead Innovation and Development

- Photo-realistic face reconstruction of volumetric capture for performance augmentation in real environments
- Spearheaded development of an automated tech anim production process to reduce artist labor from a 7-day manual tech anim process down to 1 day through cross functional team collaboration
- Reinforcement learning training of ML facial detection expression software
- Optimized rigging FACS (Facial Action Coding System) blend shape deformers and the procedural rigging system

Cross-departmental Collaboration

- Pipeline design to integrate tools into production and maximize cross-department efficiency
- Project management and cross-functional team collaboration to deliver R&D initiatives to stakeholders
- Represent Tech Anim department on ML R&D cross-department team
- Demo new tools and consult for artists and teams

Digital Humans Lead Technical Animator   Jul 2021-Jul 2022

Films: Aquaman and the Lost Kingdom; The Flash; Black Adam; The Gray Man; The Batman

Leadership:

- Led a team of 18 artists as tech anim show lead on Aquaman and the Lost Kingdom delivering over 100 shots
- Artist shot final reviews for multiple department hand-offs and facilitated on-time client delivery
- Troubleshooting difficult shots to meet intense production deadlines
- Mentored artists on best practices and aesthetics

Innovation-Technical Development:

- Created a suite of four, artist-friendly production tools that eliminated tech anim steps from 9 down to 4, reducing human error and cutting tech anim production time from 3 weeks to 3 days per shot
- UI design: created artist-friendly GUIs for production

Feature Films (Selected):

Beverly Hills Cop, Axel F (Eyeline Studios) Photo-realistic face reconstruction of volumetric capture for Eddie Murphy

Aquaman 2 (Eyeline Studios) **Show Lead** Character Technical Animation, volume capture and performance augmentation using Wrap4D/Maya/Houdini, fixing and finalizing difficult shots, artist shot reviews and critiques, helping artists make deadlines, working on multi-vendor shots with finalized textured hand-offs

The Flash (Scanline VFX) **Lead Character Technical Animator**, Barry Allen double scenes, Sandwich Guy, Mom, and Michael Keaton Batman volume capture and performance augmentation using Wrap4D/Maya/Houdini

Black Adam (Scanline VFX) **Lead Character Technical Animator**, Dwayne Johnson face reconstruction using volume capture and performance augmentation using Wrap4D/Maya/Houdini, flying scenes and human death drop

The Gray Man (Scanline VFX) **Lead Character Technical Animator**, aerial fight scene, tech anim volume capture and performance augmentation, choke-out parachute scene

The Batman (Scanline VFX) **Senior Character Technical Animator**, Tech Anim volume capture of Robert Pattinson face and body in stadium fight scenes, cable cut drop scene

Ghost in the Shell (Atomic Fiction) **Character TD**, body rigs for Major and Kuze death scenes

Star Trek: Beyond (Atomic Fiction) **Character TD**, character setups and revisions for Marauders

Frozen (Walt Disney Animation Studios) **Character TD**, hair/cloth/fur sim in shot character fx

RIPD (Image Engine) **Senior Creature FX TD**, Houdini hair/Maya cloth & flesh sim

Life of Pi (MPC) **Lead Character Rigging TD**, Sinking of Tsimtsum ship and Storm of God; bipeds, quadrupeds, vehicles and maintaining ocean tools

Ice Age: Dawn of the Dinosaurs (Blue Sky Studios) **Character TD**, full face & body setup, shape correction

Horton Hears a Who! (Blue Sky Studios) **Character TD**, full face & body setup/Animator, extreme deformation fixes & shape correction, tool development

Star Wars - Episode III (ILM) **Creature TD**, character setup & rigid body dynamics cloth/flesh/skin/feather/wire sims

Eragon (ILM) **Creature TD**, Rat rig; armored wing/flesh/cloth simulations

Pirates of the Caribbean Dead Man's Chest (ILM) **Creature TD**, Palifico full character setup, Davy Jones tentacle sim, multi-layered cloth simulations

Chronicles of Narnia - LWW (ILM) **Creature TD**, fur/flesh/hair/armor simulations for 15+ characters

Charlie and the Chocolate Factory (Digital Domain) **Character TD**, cloth sim and onset extra

Lord of the Rings-Return of the King (Weta Digital) **Animation TD,** scene setup & fixes, Battle of Pelennor Fields

Television Episodic:

Encore VFX- **Senior Character TD** for shows: **Doom Patrol, Batwoman, Titans, The Flash, Supergirl, Black Lightning, Riverdale, Seal Team, Limetown, The Red Line**

Atomic Fiction- **Character TD** for **Game of Thrones Season 5**, Horse and rider crowd setups in Golaem for Houses of Stannis, Dothraki, Bolton

Commercials:

Psyop- **Technical Animator + Rigger** for High End Video Game Cinematics: **Apex Legends: Legacy; Apex Legends: Emergence; Apex Legends: Escape**

EDUCATION_____
• **University of Notre Dame**- BA in Studio Arts, Painting and Sculpture   Notre Dame, IN
• **The School of Communication Arts**- Computer Art & Animation, Advanced 3D Animation   Minneapolis, MN
• Encore VFX: Anatomy with Andrew Cawrse
• Digital Domain: Acting for Animators
• Video Symphony: Advanced Character Animation

MEMBERSHIP_____
Visual Effects Society   Sherman Oaks, CA