Katie K. Morris

Roto/Paint Supervisor ◆ Software/Workflow Advisor ◆ QC Expert ◆ Trainer

415-987-7342   katiemorrisfx@gmail.com   LinkedIn   IMDB Filmography   YouTube   Reel

88 VFX feature films
http://www.katiemorrisfx.com/
Work from Home / Remote Capability / Onsite

Skills

- 2D and 3D Paint Animation and Rotoscoping
- Plate Reconstruction / Projections
- Frame by Frame and Procedural techniques
- Supervising teams

- Training Videos/Technical Trainer
- Software testing/evaluation/advising
- Outsourcing Supervision/QC/Fixer
- Python integration with Silhouette

Technical

- Silhouette
- Mocha Pro
- Nuke

- Premiere
- Photoshop
- QC

- Onsite or Remote
- Video Training
- Beta Tester

Professional Experience

Senior Digital Paint Artist, Computer Graphics Department   9/2022 – 1/2024
Industrial Light & Magic – San Francisco, United States
- Plate reconstruction, paint animation, beauty paint and rotoscoping
- QC for paint and roto
- Working partnership with ILM global locations and external vendors
- Testing and evaluating external software packages
- Training and documentation

Visual Effects Trainer   upon request
Boris FX
- Created a 7-part rotoscoping tutorial series: **Silhouette – Roto Essentials**

Lead Digital Paint Artist, Computer Graphics Department   8/2021 – 8/2022
Industrial Light & Magic – Sydney, Australia
- Lead on *Dungeons and Dragons: Honor Among Thieves* for ILM Sydney
- Led extensive new artist training program
- Plate reconstruction, paint animation, beauty paint and rotoscoping
- QC'd and fixed outsourced work
- Worked in partnership with ILM global locations and external vendors
- Tested and evaluated external software packages

Visual Effects Training Professor   2020 - present
FXPHD - SIL101, SIL102, SIL103
- Created course content for roto, paint, compositing and tracking
- Recorded classes for course sections showcasing Silhouette FX and Mocha Pro
- Worked in tandem with FXPHD and software developers to present cutting edge techniques

KMFX Scripts - Python scripts collaborator and creator   2020 - present
Katie Morris FX – GitHub Repository
- Collaboratively created and tested custom scripts for Silhouette
- Create and maintain GitHub repository

Digital Artist @ PRO Unlimited contractor at Apple Inc   5/2021 - 6/2021

Digital Artist @ PRO Unlimited contractor at Apple Inc   3/2021 - 4/2021

VFX Digital Artist and Consultant   2/2021 - 3/2021
Netflix for the NetFX VFX platform

Digital Artist @ PRO Unlimited contractor at Apple Inc   9/2020 - 12/2020

Senior Digital Paint Artist, Computer Graphics Department   7/2020 - 8/2020
Industrial Light & Magic - San Francisco, California
- Plate reconstruction, paint animation, beauty paint and rotoscoping
- QC'd and fixed outsourced work
- Worked in partnership with ILM global locations and external vendors
- Tested and evaluated external software packages
- Training and documentation

Digital Painter   6/2020
FastFokus
- Digital cleanup work for the adventure documentary "Sandboarding on Dragon Hill," shot
  and delivered in 8K HDR.

Senior Digital Paint Artist, Computer Graphics Department   1/2020 - 3/2020
Industrial Light & Magic - San Francisco, California
(Same responsibilities as above)

Beta Tester/Guest Volunteer Artist
1/2020
Boris FX
- Software tester of pre-release and current versions
- Webinar presentations using Silhouette FX and Mocha Pro

Senior Digital Paint Artist, Computer Graphics Department   10/2019 - 11/2019
Industrial Light & Magic - San Francisco, California
(Same responsibilities as above)

Digital Paint and Roto Supervisor/Jr Compositor, Computer Graphics Department
Alchemic Ltd. - San Rafael, California   4/2019 - 10/2019
- Composite CG elements into live action backgrounds
- Plate reconstruction, paint animation, beauty paint and rotoscoping
- Paint and roto shot bidding, supervision and shot tracking
- Manage outsourced paint and roto with global external vendors
- QC'd and fixed outsourced work

Senior Digital Paint Artist, Computer Graphics Department   1997 - 3/2019
Industrial Light & Magic - San Francisco, California
- Comprehensive Mono and Stereo painting and rotoscoping
- Team and shot supervision, bidding, advising, shot tracking
- Film, commercial, AR/VR and special venue project experience
- Worked in partnership with ILM global locations and external vendors
- Tested and evaluated external software packages
- Training and documentation, internal software development

Photoshop Artist and Production Assistant, Art and Still Photo Departments
Industrial Light & Magic - San Francisco, California   1994 - 1997
- Created animatics in After Effects and concept artwork in Photoshop
- Assisted Art Directors in all production related areas
- Created/monitored department budgets
- Supervised other PA's, hired and supervised Interns

Notables
- Organized and coordinated the Commodore Academy Sci-Tech submission and presentation (2018)
- Visual Effects Society member, 2004-present
- 11 ILM "Best Shot" Awards
- Key artist developer of ILM's proprietary Roto/Paint software package Commodore (2002)

Education
MBA, Arts Administration
Golden Gate University

Bachelor of Arts, Communication Studies
University of California, Santa Barbara

References available upon request