

Curriculum Vitae

Name: Mr Matthew Jacques.

Present Post: Senior Lecturer/Academic in VFX Compositing at Bournemouth University

From July 2023 to Present

Responsibilities:

- Unit leader & Senior Compositing Lecturer on two BA VFX units -
- Senior Compositing Lecturer on Two MA courses.
- Academic Advisor and Supervisor to Final major Projects
- Software used: NukeX, Maya, PFTrack, Adobe Creative Suite, OBI, Z central, Pixar Tractor and SyncSketch
- Continuous research in VFX compositing

Previous Post: Senior Lecturer in VFX at Chichester University - From August 2018 to June 2023

Guest Lecture/Master classes at Middlesex University, University of West London and University of Arts London

Responsibilities:

- Module Coordinator and Teacher of eight modules: Historical Context and Current Trends, Introduction To Animation & Visual Effects (VFX), Fundamentals of Lighting & VFX Compositing, VFX Skills Development, Cinematography for Animation & VFX, Professional Studio Practice, Advanced VFX Skills Development and Final Major Project - 3D Animation & VFX.
- Assisting on modules run by colleagues, Skills Analysis.
- Academic Advisor and Advisor to Final major Projects
- Capture of VFX acquisition
- Introduced Pixar's tractor render farm to the Institution
- Introduced HP's Teradici remote access software to the Institution

Research and scholarly output:

Ongoing research into VFX compositing through industry and personal contacts. Particular interest is machine learning and game engine rendering composition. I have produced an array of compositions and renders for my research.

Experience of research supervision:

I was part of a team at DNEG that was commissioned by Creative Skillset to create several modules for VFX Education at FE and HE level. These modules contained recommendations for teaching compositing and other VFX tasks. The modules covered, Photography, Art skills (perspective, proportion, colour theory), Film theory, an understanding of where VFX sits within the production of a film, an understanding of where compositing sits within the VFX pipeline, compositing techniques, workflow and general preparation to how the industry works with expectations of an artist. This work was part of the first publication of The Core Skills of

VFX - Repository. Several pieces of my work have been part of the in-houses training programme at DNEG. These examples show how junior and mid-level artists should approach their work and the best professional practices required to complete the tasks.

MA and BA Course Creation:

I was commissioned by The University of Creative Arts to design, write and deliver their BA and MA VFX courses. The BA (Hons) run from September 2023 and the MA runs from September 2024

Public engagement:

- Onsite visits to perform college presentations: Brighton Metropolitan College (MET), Haywards Heath College, Havant and South Downs College and Brighton Aldridge Community Academy College (BACA), Worthing College, Vardene College and Bede's Senior School. For these visits I present career options in the sector of Visual effects to over four hundred college students.
- University Open days.

Previous employment:

Company: DNEG
Address: 160 Great Portland Street, London, W1W 5QA
From 6th of September 2006 to 31st of July 2018

Job title: 2D Lead/Senior VFX Compositor

During my twelve years at DNEG I was part of the team that won two Oscar, two BAFTA's and two VES's For Christopher Nolan's 'Inception' and 'Interstellar'.

I have worked on thirty-seven feature films and eight high-end television shows. I started as a compositor rising to the position of Lead 2D.

Integrating CG assets, matte paintings, and live-action footage. Matching of lighting conditions of the principal photography, shadow, colour grading, perspective, and depth. Ensuring each shot maintains continuity within its sequence.

Previous employment:

Company: Men-from-Mars VFX
Address: Ealing Studios, Ealing Green, London, W5 5EP
From September 2005 to September 2006

Job title: Di and VFX Prep and Junior Compositor

During my time at MFM, my duties covered a wide range of tasks. MFM was a small VFX boutique, so skill sets had to be wide and varied. My daily tasks were roto, prep and composition for VFX clients.

Final renders were for feature film, tv and advertising. DI tasks included scanning, recording, dustbusting and film outputs. Also, preparation for baselight operations.

Previous employment:

Company: Framestore VFX
Address: St Margaret's House, 19-23 Wells St, London W1T 3PQ
From December 2004 to August 2005
Job title: Technical Assistant and VFX prep Artist.

During my time at Framestore my day-to-day tasks included Transfers from video to film; Colour-space and grading; Data archiving and retrieval; Quality Control; roto masks and paint preparation for composition.

Previous employment:

Company: Electronic Solutions / AMV BBDO (Omnicom Group)
Address: Minerva House 1-4 North Crescent, London, WC1E 7ER
From September 1996 to February 2004
Job title: Studio Supervisor / Retoucher

My primary role was a creative retoucher. Overseeing the day to day running of the studio and responsible for the reproduction of imagery created and delivered to various clients, advertising agencies and publishing houses UK wide and globally.

Previous employment:

Company: Datum Digital
Address: 23, Charlotte Road, London, EC2A 3DH
From May 1995 to August 1996
Job title: Creative Retoucher

My day-to-day task was a Creative retoucher for Dazed and Confused monthly magazine.

Previous employment:

Company: Lithoplastes/Rampage
Address: 7, Back Hill, London, EC1R 5EN
From September 1990 to April 1995
Job title: Film planner/Digital Retoucher/Artworker

Tradition analogue reprographic artist. Progressing to Crossfield planning/retouch system and the apple mac desk top retouching with photoshop. Illustrator, freehand and quark express was also used.

Institutions Attended and Qualifications:

Fellow of the Higher Education Academy (FHEA) AdvanceHE - PGCE
Escape Studios/Pearson college London – Digital Comprehensive 2D & 3D VFX and Animation
London College of Printing - City and Guilds Graphic Reproduction 518

Professional Industry Organisation membership: The Visual Effects Society (VES)