

Gary Allan Parks

Experienced Leader, Problem Solver, and Filmmaker

(503) 869-6037
gary@b4fx.com

Professional Skills:

- Extensive leadership, management, supervision, artistic, and technical experience with Animation, Visual Effects, and Live Action projects, from pre-production through production to post-production.
- Leadership skills relating to hiring, training, casting, and supervising staff. Many years experience at working with Directors, Producers, Creative Principals, Executives, and leadership on studio and project issues and goals. Abilities to breakdown, bid, cast, and supervise job or department work and quotas.
- Artistic skills relating to camera composition and animation, pre-visual animation and modeling, rough and final layout, editing, set building and dressing, graphic design, and writing.
- Technical skills relating to production pipeline design, development, roll-out, and testing. Ability to spec, define, and prototype show wide and department wide tools and processes.
- Ability to understand, triage, and prioritize production priorities for my groups and work with other show leadership on production impacts and changing requirements.

Professional Experience:

- 2012-Current **B4FX & Gary Parks Creative**
Founder/VFX Supervisor & Producer, "*Grimm*", "*Wild Boar*", "*To The Stars*", "*Staties*"
Responsible for all daily tasks from producing, supervising, and production. B4FX provides VFX and Animation consultation and production services for film, television, and media projects. Currently producing our first CG animation short, "*To The Stars*".
- 2011-2017 **NBC/Universal**
VFX On-Set Supervisor, "*Grimm*"
Responsible for all on-the-day VFX issues relating to the television show "*Grimm*". Work with all show principals, including Producers, Directors, Directors of Photography, Assistant Directors, Key Grips, Gaffers, Production Designers, plus all production departments to ensure VFX elements are shot correctly and within budget. Also perform Still Photography duties of Actors, Props, and Sets to aid in VFX production.
- 2009-2010 **ImageMovers Digital**
Scene Layout Supervisor, "*Mars Needs Moms!*", "*A Christmas Carol*"
Supervised Scene Layout Department; department contained several Layout groups including Set Layout, Shot Layout, Camera Layout, and Performance Layout. Groups performed camera revisions; set construction and final set dressing; final integration of motion capture solve data; and pipeline preparation of all asset data for shots; collaborate with Modeling, Rigging, Surfacing, Animation, Matte Painting, Massive Crowds, FX, and Lighting on all shots and assets.
- 2006-2008 **Laika Entertainment**
Head of Layout, "*Jack & Ben*", "*The Mouse That Soared (Short)*"
Established first Layout department for studio; defined and implemented initial tools and processes; collaborated with other department heads and studio leadership on overall production methodologies and strategies; hired and supervised initial crew; supervised production work including Previs, Rough Layout, Final Layout, and Set Dressing tasks; responsible for planning, building, and dressing sets; responsible for all camera work for the projects; responsible for camera workbooks.

2001-2005

DreamWorks Animation

Final Layout Supervisor, "Over The Hedge"

Supervised Final Layout Department; group performed camera revisions, final set dressing, Animation, FX, and Lighting setup; integrated studio proprietary pipeline for department; collaborate with Modeling, Surfacing, and Rigging on all assets.

Job Lead Technical Director, "Over The Hedge", "Sinbad: Legend of the Seven Seas"

Supervised Production Technical Directors; led show pipeline integration and development; organized and led show workflow meetings; group provided technical support for production departments; created/maintained show intranet site.

Shot Prep Supervisor, "Sinbad: Legend of the Seven Seas"

Supervised Shot Prep Department; department performed final set dressing, 3D camera revisions, 2D Animation plotting, 3D Animation setup, 3D Lighting setup, and character continuity; software alpha/ beta testing for proprietary Maya pipeline tools.

EFX Software Technical Director, "Spirit: Stallion of the Cimmaron"

Created Renderman SLIM shader and Maya MEL scripts.

1997-2001

Walt Disney Feature Animation

Scene Setup Supervisor, "Dinosaur", "Treasure Planet", "Atlantis", "102 Dalmations"

Supervised Scene Setup Department; established processes and tools for department; setup shots for all production departments; shell tools development.

1994-1997

Warner Digital Studios

Post Production Manager/Imaging Manager, "Batman & Robin", "Contact", "Mars Attacks!", "Selena", "Eraser", "My Fellow Americans", "Marvin the Martian"

Spec and build new Post Production Department including planning and coordinating installation of video and camera equipment; supervise Imaging, Video, Tape IO, and Inferno Setup areas; approve department purchases and expenses; ensure quality and daily quotas are met for multiple productions in-house; hands-on video and film-out work.

Production Engineer, "Batman Forever", "A Little Princess", "Little Giants"

Setup and operate optical Motion Analysis motion capture system; capture, edit, and prepare capture data for use by 3D Animators; operate Celco cameras, video equipment, and all facility playback equipment; install/configure SGI workstations.

Software Experience:

3D: Maya, MotionBuilder, XSI

2D: Nuke, After Effects, Shake, Photoshop, Gimp, Flash, Fireworks, LiveType

Web Dev: DreamWeaver, Freeway

Writing: Final Draft, Celtx

Coding: csh, Python, MEL, PyQT, JavaScript, HTML, Tcl/Tk

Editing: Resolve, Final Cut, Avid, Adobe Premiere

Production: Shotgun, FastTrack, Excel, FileMaker Pro

OS: Linux, Unix, OSX, Windows