

GregoryCulp.com

Gregory Culp

lighting | compositing | vis dev

gregoryculp@gmail.com

310.302.7837

FILMOGRAPHY:

Oct 8, 2010 – Present

Sony Imageworks

9050 W. Washington Blvd. Culver City, CA 90232

Arthur Christmas

Color / Lighting / Compositing TD

Jan 25, 2010 – Sept 25, 2010

Disney Feature Animation

2100 Riverside Drive, Burbank, CA 91506

Tangled

Lighting ATD

Dec 28, 2008 - Oct 30, 2009

Rhythm & Hues

5404 Jandy Place, Los Angeles, CA 90066

Alvin and the Chipmunks: The Squeakquel

Character Animator & Animation Layout TD

They Came From Upstairs,

Animation Layout TD

Night at the Museum: Battle of the Smithsonian

Animation Layout TD

Sept 10, 2007 - Dec 20, 2008

Starz Animation

230 Richmond Street East, Toronto, ON M5A 1P4

Gnomeo & Juliet POC

Character Finaler

Shane Acker's '9',

Lead Final Layout / Character Finalling Artist

Enter the Sandbox,

Technical Lead

Hoodwinked 2,

Final Layout

Bundle of Joy,

Scene Prep Artist

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FREELANCE:

June – Nov 2008 **Coke Zero**, Tongue vs. Eyeball Promotion. The Juggernaut, Toronto ON
Character Animator / General TD

Sept 2007 **Power Rangers**, Rune Entertainment, Toronto, ON
Modeler

2006-Present Wedding Photographer, "AG Photography"

2007-Present Freelance Artist / Chainsaw Carving / Painting Portraits

EDUCATION:

Jan 2007 – Aug 2007 Computer Animation Post Graduate Certificate
Sheridan College, Oakville, Ontario

Sept 2002 – Sept 2006 Bachelor of Arts – Fine Arts with Digital Imaging specialization
University of Waterloo, Waterloo, ON

TECHNICAL SKILLS:

2D: Photoshop, Painter, AfterEffects, Fusion, Shake

3D: Maya, Houdini, Voodoo, Mudbox, Mel Script, Parsley, Renderman,
Arnold (Raytrace Rendering), Katana

SPECIALIZED CLASSES:

Digital Painting Techniques with Bobby Chui. Schoolism Class

Figure Drawing with Karl Gnass