

**GUNNAR HANSEN**  
**Visual Effects Supervisor / Designer**

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IMDB link:

<http://www.imdb.com/name/nm0360816/>

**Summary:**

- Over 30 years of CG, animation and visual effects experience, including 20 feature film projects and more than 80 commercials.
- Founding partner of 3 successful visual effects companies: FX Cartel, Voodoo Arts & Buzz.
- On-set design and direction of VFX, including motion-control, motion capture and data acquisition.
- Complete shot-cost evaluation of VFX for feature films and TV.
- Hiring and supervision of animation and post-production teams.
- Supervision and execution of both pre-viz and post-viz.
- Compositing, tracking, keying and integration of CG elements to completion of shots.
- Specialized 2<sup>nd</sup> unit cinematography, digital and film camera operation.
- 2D hand-drawn and 3D computer key-frame animation for film and television.
- Directing and writing for short format film, animation, advertising and video.

**Film & TV Work:**

**Jack Ryan** (Potmamac River Prod. Paramount/Amazon - February - May 2017)  
*On-set Visual Effects Supervisor, Montreal shoot - 8 episodes*

**Replicas** (Company Films, May 2016 to January 2017 ) **Dir: Jeffery Nachmanoff**  
*Visual Effects Supervisor – On-set and Prep VFX supervision, 500 shots.*

**Quantico** (ABC Studios, The Mark Gordon Co. August 2015 to April 2016)  
*On-set Visual Effects Supervisor - 20 episodes*

**Fallen** (Lotus Entertainment, January 2014 to January 2015) **Dir: Scott Hicks**  
*Visual Effects Supervisor – Prep, on-set and post VFX supervision 500 shots.*

**Captain America 2: The Winter Soldier** (Marvel / Disney, August - December 2013)  
*Post-Vis Supervisor - Proof Inc. – Directed a team of 11 artists & worked with editorial to deliver 1500 VFX shots.*

**Riddick 3** (One Race, Universal, August 2011 - December 2012) **Dir: David Twohy**  
*Visual Effects Supervisor/Designer – Full supervision from prep and on-set to final of 900+ VFX shots, including CG creatures, full set extensions (80% green screen shoot)*

**The Grey** (RSA, Inferno, 2011) **Dir: Joe Carnahan**  
*Visual Effects Supervisor - On-set and post VFX supervision, 200+ shots including supervision of CG character animation and extensive environment matte painting.*

**007: Quantum of Solace** (Eon - Sony Pictures Entertainment, 2008) **Dir: Marc Forster**  
*Compositing / Post Viz Supervisor – Worked from pre-prod to final delivery of VFX and editorial – FX design and development, built action scenes with editorial, handled pre-comp and approval of all major FX sequences.*

**Bolden!** (King Bolden, 2010 postproduction) **Dir: Dan Pritzker**  
*CG Sequence Supervisor - Supervised, animated and composited photo-real CG stunt double for skydiving / parachute shots.*

**Across The Universe** (Revolution Studios, 2007) **Dir: Julie Taymor**

*Visual Effects Design / CG Supervision*, Montreal crew – budget, team hiring, on-set supervision, conceptual design on 60+ shots. Peter Crosman, VFX Designer.

**The Great War** (Galafilm, CBC, 2006) **Dir: Brian McKenna**

*Visual Effects Design / CG Supervision*, Montreal crew – budget, team hiring, on-set supervision, conceptual design on 120 shots.

**Stranger Than Fiction** (Sony Pictures, November, 2006) **Dir: Marc Forster**

*Visual Effects / CG Supervision*, Montreal crew - design, budget and team hiring 160+ VFX shots. Supervision for 5 local VFX vendors.

**The Fountain** (Warner Bros. Pictures, November, 2006) **Dir: Darren Aronofsky**

*Visual Effects Design* for 8 creative transition shots.

**C.R.A.Z.Y.** (Cirrus Comm., May 2005) **Dir: Jean Marc Vallée**

Visual Effects Consulting.

**Stay** (Fox-New Regency, 2003, released October 2005) **Dir: Marc Forster**

*Visual Effects / CG Supervision*, Montreal crew - design, budget and team hiring on 120+ complex effects. Supervision for 5 local VFX vendors. Kevin Tod Haug, VFX Designer.

**The Blue Butterfly** (Alliance/ Atlantis - release July 2003) **Dir: Léa Pool**

VFX Design / Supervision / Animation Direction – 230 shots - 2 minute CG hallucination, CG insects. set extensions, matte paintings.

**Le Dernier Tunnel** (Crystal Film, 2003) **Dir: Eric Canuel**

*On-set VFX Design / Supervision and Digital Compositing.*

**Fungus the Bogeyman** (BBC release 2004)

*VFX supervision*– 50 shots - Greenscreen, motion capture, motion control and live action for 3 hour mini series based on Raymond Brigg's cult hit book.

**VFX / CG Supervisor. Lead Artist at Buzz FX:**

*Silent Trigger, Karmina, Witchboard 3, Screamers.*

**VFX Supervisor, TV Ad Campaigns: (Buzz and Voodoo Arts)**

Designed, VFX supervised and directed spots for 5 years, with work on more than 80 campaigns.

Clients included:

Time Warner, Bell, US News, Tropicana, Molson, Labatt, General Motors, Pepsi Co., Arm & Hammer, Danone, Cascade, Rogers, Froot Loops, Lucky Charms, Canon.

**Animation & Software Development:**

**Softimage Co.** (1995-98)

Lead Animator, Special Projects & Content. Created front-end productions for marketing and software validation for the next generation of high-end 3D software.

**Buzz Image Group** (12/93 - 12/95)

Senior 3D Animator & Visual Effects Supervisor on over 30 commercials and 3 feature films.

**Big Bang** (5/93 - 12/93)

Senior 3D Animator - Commercials and Television Series.

**Early Experience:**

**On/Q Corp.** (6/87 - 6/92)

Senior Art Director / CG Designer - Developed graphics and program design for leading-edge custom interactive technologies for major corporations.

**National Film Board of Canada** (11/86 - 6/87)

Editor / Graphics Animator - 5 part educational series on the Canadian

Arctic. Freelance: Created humorous cel animation for children's television series.

**Arrakis Technologies** (6/ 83 - 6/85 Designer / Animator - 15 award winning educational software packages.