Production Pipeline Fundamentals for Film and Games
Editor and Contributor Information

EDITORS:

Editor:
Renee Dunlop (Editor, Writer, Artist)
http://www.linkedin.com/pub/renee-dunlop/0/130/A26
Renee Dunlop has 20 years in the entertainment industry, working as a script analyst, editor, technical writer, and FX journalist where her work has been published in VFXWorld, Below the Line, 3D World, 3D Artist, CG World, CGSociety and Variety. Previously, she worked for Alias|Wavefront, SGI, Sierra On-Line, xRez Studio, Image Metrics, Craft Animations, Fox and Sony. Her titles include costume designer and fabric artist, lecturer, project manager, art director and post-production artist spanning both film and games. Her traditional art has been exhibited in galleries and CG storyboard at James A. Michener Art Museum’s Computer Graphics exhibition.

Development Editor:
Jim Thacker (Freelance Writer and Editor)
http://www.linkedin.com/in/jimthacker
Jim Thacker is a freelance writer and editor. He acted as editor-in-chief of 3D World, the best-selling international magazine for 3D artists, for seven years, and is currently news editor at large for industry portal CG Channel. He writes about technology for publications including CGSociety, BBC Focus and net magazine, and acts as a consultant and technical editor for a number of leading computer graphics companies. He has served on the juries of international animation awards, and has spoken on the subject of 3D and visual effects at venues ranging from the UK’s National Portrait Gallery to the Norwegian Film Institute.
Rob Blau started working on animation pipelines in 2002 at Dreamworks Animation during Sinbad, and eventually managed the global pipeline team. Five years later, he left to travel the world and a year later landed at Laika, where he was again pipeline supervisor. There, he led the Laika dev team in putting together a pipeline for stop motion features. Once it was solid, he left for Shotgun Software, where he is Head of Pipeline. He helped put together Shotgun's Pipeline Toolkit, which he hopes will become a pipeline standard the world over.

Ben Carter is a games developer, programmer and writer with 18 years’ experience in the games industry. From writing for magazines, such as Super Play and Edge, whilst producing games for the first computer to use the now-ubiquitous ARM processor in the 90s. He has since worked on a range of titles including franchises such as Harry Potter, Need for Speed, Burnout and Starfox. He also wrote The Game Asset Pipeline, a book examining the technical side of game asset management. He is currently working at Heavy Spectrum Entertainment Labs (http://www.heavyspectrum.com/).
Additional Technical Editors:

Richard Shackleton (Head of Corporate and Industry Intelligence: The Foundry)
uk.linkedin.com/in/richardshackleton/

Dave Stephens (FX Supervisor)
http://www.imdb.com/name/nm0826994/?ref_=fn_al_nm_3

ART:

Cover Artist

Meats Meier (Independent Artist and Animator: 3dartspace.com)
http://www.3dartspace.com/

Graphic Artist

John Lindemuth (Director of Art: Turbine Inc)
http://www.imdb.com/name/nm6155161/resume?ref_=nm_ov_res
CONTRIBUTORS

Core Contributor:

Tim Green (Senior Programmer of Game Systems and Tools: Supermassive Games)
http://www.linkedin.com/in/tmgreen

Since joined the gaming industry in 1999, Tim has worked on titles for PS2, GameCube, Xbox, PS3, Xbox 360, Wii, and PC. Building on his previous expertise of design and program game systems, efficient data builds, user-friendly interfaces, pipeline analysis and debugging systems, he now focuses on runtime architectures and R&D of alternative approaches in video game development and their pipelines. His EA game portfolio includes F1 2000, F1 2001, Shox, Quake3, Harry Potter Quidditch World Cup, Prisoner of Azkaban, Goblet of Fire, Order of the Phoenix, and Half Blood Prince. Since joining Supermassive, he has added Start the Party, Tumble, Until Dawn and others.

Core Contributor:

Matt Hoesterey (Design Lead: Microsoft)
mhoesterey.com

Matt started as a Production Artist / FX Lead at Turbine, before moving to Tencent Boston as a System Designer. While at Tencent, he simultaneously starting his own company, Tribetoy, where he developed and released Chu's Dynasty on XBLIG. Chu's caught the attention of Microsoft, who hired Matt to, spearhead development for unannounced platforms, create new conventions, and temporarily join developers to assist in wrapping projects. He is currently leading his own project. His skills range from design to integration, programing, creation of art assets, outlining rules for sorting assets into source control and creating tools for efficient asset creation.
Core Contributor:

**Hannes Ricklefs** (Global Head of Pipeline: MPC)
http://www.linkedin.com/pub/hannes-ricklefs/1/25b/b80

Hannes's background is in feature film VFX. He joined MPC in 2005 where he holds the position of Global Head of Pipeline. He has worked in R&D on high profile shows including “X-Men: The Last Stand,” various “Harry Potters,” and “The Chronicles of Narnia: Prince Caspian.” Hannes also lead the development of core R&D projects used in the studio's shows including MPC’s lighting pipeline and asset management software. He currently oversees MPC's custom production scheduling and resource management software, the development of MPC's next generation asset management system, and MPC's global multisite set up and workflows.

Core Contributor:

**Mark Streatfield** (Production Technology Supervisor: Animal Logic)
http://www.linkedin.com/in/mstreatfield

Mark has spent eight years in the film industry developing software for asset management, production tracking and core infrastructure components, focusing on large projects across multiple sites. He has worked at MPC as a software developer, Dr. D. Studios as a software developer and R&D supervisor, and at Fuel VFX as head of the R&D department. Mark is currently at Animal Logic. He has also presented at the Australian Python Conference and DevOps group. Some of Mark's films include “10,000 BC,” “Harry Potter and the Order of the Phoenix,” “Slumdog Millionaire” and “Happy Feet Two.”
Core Contributor:

Steve Theodore (Technical Art Director: Undead Labs)
http://www.linkedin.com/in/stevetheodore
Steve started animating in the early '90's, doing titles for commercial and television projects. His first game job was building mechs and environments for MechCommander in 1995. He modeled and animated on Half-Life, Team Fortress Classic, Team Fortress 2 and Counter-Strike. For the last dozen years he’s been technical artist and pipeline specialist. He’s been Technical Art Director at Zipper Interactive (SOCOM 3 and M.A.G.), Bungie (Halo 3, Halo ODST), and most recently Undead Labs (State of Decay). Steve was the Art Editor for Game Developer Magazine from 2002 to 2013, and is on the board of the Game Developers Conference.

Additional Contributors:

Rob Blau (Head of Pipeline Engineering: Shotgun Software)
https://www.linkedin.com/in/robblau

Huseyin Caner (Head of Film and Entertainment Team: Plowman Craven Ltd.)
http://www.linkedin.com/pub/huseyin-caner/2/1a4/382

Ben Carter (Author, Game Developer: Heavy Spectrum Entertainment Labs)
http://www.saillune.net/

Steve Chapman (VP of technology: Gentle Giant Studios)
http://www.imdb.me/stevenchapman

Ben Cole (Head of Software: MPC Vancouver)
http://ca.linkedin.com/pub/ben-cole/65/320/96

Dave Fellows (CTO: GreenButton)
http://nz.linkedin.com/pub/dave-fellows/17/b9a/3a6
Ron Frankel (Founder & Creative Director: Proof, Inc.)
   http://www.proof-inc.com/company/who-we-are/

Jim Houston (Principal: Starwatcher Digital; and Chair: ACES Project Committee, AMPAS)
   http://www.linkedin.com/in/jimhouston

Scott Houston (CEO: GreenButton)
   http://www.linkedin.com/pub/scott-houston/8/258/361

Jeff Isselee (Tech Lead: Skull Theatre)
   http://skulltheatre.com/

Allan Johns (Pipeline engineer: Method Studios, Los Angeles)
   http://www.linkedin.com/in/nerdvegas

Dave Lomino (Operations Manager: NT Audio)
   http://www.linkedin.com/pub/david-lomino/34/b0b/17

Kathleen Maher (Vice President; Editor-in-Chief, Tech Watch: gfxspeak.com)
   gfxspeak.com

Ryan Mayeda (Product Producer: Shotgun Software)
   http://www.linkedin.com/in/ryanmayeda

Dan McGraw (VP of Asset Management: Walt Disney Studios)
   http://www.linkedin.com/in/danmcgraw

Nolan Murtha (CEO: Aucular LLC)
   http://www.linkedin.com/in/nolanm

Dr. Ken Museth (Supervisor and Principle Engineer of R&D in FX: DreamWorks Animation)
   http://www.museth.org
Holly Newman (CEO: Liquid Entertainment)
goliquid.us

Manne Ohrstrom (Senior Software Engineer: Shotgun Software)
http://www.linkedin.com/in/manneohrstrom

Kevin Patzelt (Audio Director: Undead Labs)
www.audiosurgery.com

John Pearl (Principal Artist: Crytek USA)
http://www.linkedin.com/in/johnpearl

Jon Peddie (President: jonpeddie.com)
Jonpeddie.com

Todd Prives (CMO: Zync)
http://www.linkedin.com/in/toddprives

Gary Roberts (Virtual Production Supervisor: Digital Domain)
http://www.imdb.com/name/nm2351949/?ref_=fn_al_nm_5

Katherine Roberts (CG Supervisor: Double Negative)
http://www.imdb.com/name/nm2294853/?ref_=fn_al_nm_5

Geoffrey G. Rubay (Sound Designer: Sony Pictures Entertainment)
http://www.linkedin.com/in/geoffreyrubay

Geoff Scott (Composer / Musician / Producer: Altitude Music)
http://www.linkedin.com/profile/view?id=3653519

Marty Shindler (CEO: The Shindler Perspective, Inc)
http://ishindler.com/
Dave Stephens (FX Supervisor)
http://www.imdb.com/name/nm0826994/?ref_=fn_al_nm_3

Jeff Stringer (Director of Production Technology: Laika)
http://www.linkedin.com/pub/jeff-stringer/0/438/b23

Martin Weaver (Head of Core Systems: MPC)
http://uk.linkedin.com/in/martinweavervfx

Kenneth Young (Head of Audio: Media Molecule)
http://gamesound.org/about/