

BRIAN J. POHL
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(310) 951-0899

Film credited digital artist with a diverse background in previsualization, animation layout, and software design. Seeks a position as a previs, layout or cinematic artist or supervisor in the film production industry.

Key Qualification Highlights

- Virtual cinematographer, strong storyteller and visual communicator.
- Sixteen years of creative film production experience with managerial and UX design skills.
- Workstation equipped, insured and willing to travel for short term projects or relocate if required.

Experience

- Autodesk Inc. – Venice, CA Jun 2011 – Jul 2014
Principal User Experience Designer / SME (Subject Matter Expert)
Supplied film production guidance and information to formulate new animation workflows and tools. Acted as client advocate between Autodesk's engineering staff and the end user. Created and monitored user experience stories into product features with DEV and QA teams.
- Persistence of Vision Previs – Los Angeles, CA Dec 2005 – Feb 2011
CEO / Sr. Previs Supervisor
Oversaw the deployment of multiple previsualization teams for film production within all of the major film studios in the Los Angeles area. Provided technical and artistic direction, modeling, cinematography and editorial support for artists when on productions. Animated complete shots when required. Interfaced with directors, producers, and VFX supervisors to conceptualize and technically plan shots for principal photography in live action films.
- Sony Imageworks – Culver City, CA Mar 2005 – Dec 2005
Rough Layout Artist
Performed basic character animation, rough blocking, digital set dressing, sequence design and camera animation for Sony Pictures Animation.
- Freelance Previs Artist – Los Angeles, CA Oct 2004 – Feb 2005
- Digital Domain – Venice, CA May 2003 – Oct 2004
Previsualization Lead
Oversaw a team of 12 digital artists to create previs sequences for film production. Implemented the Director and VFX Supervisor's vision into 3D animated sequences for story and technical development.
- Industrial Light and Magic – San Rafael, CA Aug 2001 – May 2003
Previsualization Artist
Utilized Autodesk Maya to create previs sequences for film production. Duties included camera layout, low-resolution modeling, character and hard surface animation, hardware rendering, compositing, and occasional digital set construction for final shot matte paintings.
- Lucasfilm Ltd. / JAK Films – San Rafael, CA Jan 2001 – Aug 2001
Previsualization Artist
Utilized Autodesk Maya in a rapid, deadline orientated, environment to create previsualization sequences for Star Wars: Episode II. Duties included low-resolution modeling, lighting, texturing, animating, camera animation, rotoscoping, and compositing.
- Reality Check Studios – Hollywood, CA Jan 2000 – Dec 2000
Freelance Animator
Utilized Autodesk Maya, Electric Image Animator, and After Effects to create multiple broadcast orientated television animations and previsualization for Behind Enemy Lines

Filmography – By film release date

2011:	Super 8	POV Previs – Previs Supervisor
2011:	Battle: Los Angeles	POV Previs – Previs Supervisor
2010:	Yogi Bear	POV Previs – Previs Supervisor
2009:	G-Force	POV Previs – Previs Supervisor
2009:	Star Trek	POV Previs – Previs Supervisor
2009:	Night at the Museum 2	POV Previs – Previs Supervisor
2008:	The Day the Earth Stood Still	POV Previs – Previs Supervisor
2008:	Journey 3D	POV Previs – Associate Previs Supervisor
2008:	Evan Almighty	POV Previs – Previs Supervisor
2007:	Rise of the Silver Surfer	POV Previs – Previs Supervisor
2006:	Eragon	POV Previs – Associate Previs Supervisor
2006:	Open Season	Sony Imageworks – Rough Layout Artist
2005:	Stealth	Digital Domain – Previs Lead
2005:	The Island	Independent – Previs Artist
2004:	I, Robot	Digital Domain – Previs Lead
	THX1138 Special Edition	ILM – CG Artist
2003:	Van Helsing	ILM – Previs Artist
	The Hulk	ILM – Conceptual Designer
	Terminator 3	ILM – CG artist
2002:	Star Wars: Episode II	JAK Films – Previs Artist
	K-19: Widowmaker	ILM – Previs Artist
	Men In Black 2	ILM – Conceptual Designer
2001:	Behind Enemy Lines	Reality Check – Previs Artist

Teaching Experience

Gnomon School of VFX – Hollywood, CA	2004 – Present
Global Cinematography Institute – Hollywood CA	2013 – Present
Studio Arts – Los Angeles, CA	Fall Term 2009
Academy of Art University – San Francisco, CA	Fall Term 2002

Military Experience

United States Army	1985 – 1998
Exiting Rank: Captain – US Army Signal Corps	
Coordinated the training and deployment of military personnel, commanded a 90 man cellular phone and network platoon and ran a computerized fire direction center for the Artillery Corps.	

Societies and Affiliations

The Previs Society	Founder & Secretary
The Visual Effects Society	

Education

Gnomon School of Visual Effects – Hollywood, CA Emphasis in Autodesk Maya.	1999 – 2000
Oral Roberts University – Tulsa, OK BS – Magna Cum Laude Broadcast design art major / telecommunications minor Emphasis in computer graphics and electronic media design.	1985 – 1989