

Eric Alba

visual effects & post-production

CREDITS (partial list)

FEATURE FILM

INSIDE MAN / UNIVERSAL (DIRECTED BY SPIKE LEE) – Animation Supervisor/Producer
AVATAR EXILE / CINEMANCER (SINGAPORE) (DIRECTED BY JIAN HONG KUO) – VFX Producer @ Silicon Illusions
SECOND TIME AROUND / MILKWAY IMAGE (HONG KONG) (DIRECTED BY JEFF LAU CHUN WAI) – Post Supervisor
WING COMMANDER / NO PRISONERS, DIGITAL ANVIL (DIRECTED BY CHRIS ROBERTS) – VFX Producer @ Digital Anvil
STAR TREK: GENERATIONS / PARAMOUNT (DIRECTED BY DAVID CARSON) – VFX Associate
DOLPHINS (IMAX 70MM) / MACGILLIVRAY FREEMAN FILMS (DIRECTED BY GREG MACGILLIVRAY) – VFX Producer @ XAOS
SHARKS (IMAX 70MM) / NOVA/WGBH, HOWARD HALL PROD. (DIRECTED BY HOWARD HALL) – VFX Producer @ XAOS

PROMO

HSN “Birthday” – On-Set Visual Effects Supervisor @ Brand New School
Maryland Lottery “Pop” – On-Set Visual Effects Supervisor/Visual Effects Producer @ Riot
Lysol “Monster” – On-Set Visual Effects Supervisor @ Click3X
Dove “Hannah” – On-Set Visual Effects Supervisor @ Digital Kitchen
John Deere “Shoulders of Giants” – On-Set Visual Effects Supervisor @ Ntropic
Downy “One Step Closer” – On-Set Visual Effects Supervisor @ Riot
John Frieda “We See You” – On-Set Visual Effects Supervisor @ Riot
Smirnoff “Berries” – Producer @ Special Branch
American Express – Producer @ Superfad
Prilosec “Burnie” – Producer @ Digital Kitchen
NBA/ABC “Will You Watch” – Producer @ Eyeball NYC
Hartford Insurance – Producer @ Eyeball NYC
Mountain Dew Japan – Producer @ Eyeball NYC
COMEDY CENTRAL “LAST LAUGH 06” PROMO – PRODUCER @ BUCK
TV LAND “HAIRSTYLES”, “FOOTWEAR” – PRODUCER @ BUCK
IFC/EMUSIC “GRAPHICS PACKAGE” – PRODUCER @ FREESTYLE COLLECTIVE
MTV TR35 “NETWORK PACKAGE” – PRODUCER @ TRANSISTOR STUDIOS
FEAR NET “NETWORK PACKAGE” – LINE PRODUCER @ BIG STAR MOTION DESIGN
ESPN “SUMMER X – GAMES 12 PROMOS” (GROUND ZERO) – Producer @ Psyop
DAVID BLAINE “DROWNED ALIVE” GRAPHICS PACKAGE (DAVID BLAINE) – Producer @ Charlex
CINGULAR “DROPPED CALLS” (BBDO) – Producer @ Charlex
DR. SCHOLL’S “VAROOM” (EURO RSCG MVBMS WORLDWIDE) – Producer @ Charlex
JOHNSON & JOHNSON “KY WATCH CAREFULLY VALENTINE” THEATRICAL (McCANN ERICKSON NY) – Producer @ Charlex
MASTERFOODS “M&M RED CARPET TIPS”, “KALEIDOSCOPE NASCAR” (BBDO) – Producer @ Charlex
AMP’D MOBILE “BUS”, “FAMILY REUNION” (TAXI NYC) – Producer @ Charlex
NOKIA “LIFE” (DARKGREY) – Producer @ Charlex
OFFICE DEPOT “HOLIDAY” (BBDO) – Producer @ Charlex
SPRINT “GINGERBREAD MEN” (TBWA/CHIAT DAY) – Producer @ Charlex
DUNKIN DONUTS “BREWED FRESH”, “GROUND FRESH” (HILL HOLIDAY) – Producer @ Charlex
GILLETTE “FIFA” (McCANN ERICKSON NY) – Producer @ Charlex
Lindsay Lohan “Confessions Of A Broken Heart” (Directed by Lindsay Lohan) – Visual Effects Plate Producer
Olivia f/Lloyd Banks “Twist It” (Directed by 50 Cent) – Visual Effects Plate Supervisor
Motley Crue “If I Die Tomorrow” (Directed by P.R. Brown) – Visual Effects Supervisor
PLAYBOY “SUMMER OF SPICE” (DIRECTED BY JEFF ORGILL) – Visual Effects Supervisor
MARIAH CAREY “BOY, I NEED YOU” (DIRECTED BY JOSEPH KAHN) – Visual Effects Supervisor
STONE SOUR “BOTHER” (DIRECTED BY GREGORY DARK) – Visual Effects Supervisor
P.O.D. “SATELLITE” (DIRECTED BY MARCOS SIEGA) – Visual Effects Supervisor
CITROËN “ELYSE”, “TORNADO” (DIRECTED BY BASIL SCHLEGEL) – Visual Effects Supervisor
SNOOP DOGG “UNDERCOVA BROTHER” (DIRECTED BY GREGORY DARK) – Visual Effects Supervisor
GREENDAY “MINORITY” (DIRECTED BY EVAN BERNARD) – Visual Effects Supervisor
LT “MISERABLE” (DIRECTED BY EVAN BERNARD) – Visual Effects Supervisor
TIMBALAND AND MAGOO “LUV 2 LUV YA” (DIRECTED BY DARREN GRANT) – Visual Effects Supervisor
MICHELLE “HANG TIME” (DIRECTED BY FRANK SACRAMENTO) – Visual Effects Supervisor

TELEVISION SERIES / M.O.W.

THE SOPRANOS – ON-SET VISUAL EFFECTS SUPERVISOR @ RIOT
STRANGE DAYS ON PLANET EARTH – Post Production & Visual Effects Supervisor
SLIDERS (SEASON 2) – VISUAL EFFECTS SUPERVISOR
BURNING ZONE – VISUAL EFFECTS SUPERVISOR
DOCTOR WHO (FOX M.O.W.), GENERATION X (FOX M.O.W.) – VISUAL EFFECTS SUPERVISOR
SABRINA THE TEEN WITCH (M.O.W. PILOT) – Visual Effects Supervisor
AMERICAN GOTHIC, X-FILES, HIGHLANDER, STRANGE LUCK, M.A.N.T.I.S. – Visual Effects Supervisor @ NWFx
RAMAYANA (Animated Pilot) – Producer
STAR TREK: VOYAGER, STAR TREK: DEEP SPACE NINE, STAR TREK: THE NEXT GENERATION – Visual Effects Associate

GAME

“Starlancer”, “Conquest”, “Loose Cannon” & “Freelancer” – Art Manager @ Digital Anvil

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Visual Effects Supervisor duties:

- Script analysis/breakdown, bidding, scheduling, budgeting, vendor/crew recruitment.
- Design concept/look of visual effects/animation needs.
- Determine with director and producer(s) best physical and digital approach to shot(s).
- Create Storyboard, Animatics & Pre-visualization.
- On-set supervision, plate producing, pre-visualization/composite.
- Work with editor(s) to lock visual effects plate counts.
- Supervise Scan & Record
- Post supervise visual effects/animation through final delivery.

Visual Effects Producer duties:

- Script analysis/breakdown, bidding, scheduling, budgeting.
- Prepare documentation visual effects needs.
- Solicit & review bids from vendors to determine first-pass budgets.
- Compare visual effects as scripts/cuts are updated. Communicate potential changes and flag budget concerns to producers.
- Shot/cost tracking, invoicing.
- Asset management/trafficking
- Manage Project Database
- Coordinating artists and crew.
- Line Produce Shooting VFX Unit
- Quality control of contracted deliverables.

EXPERIENCE

2006 - Present Freelance Visual Effects Supervisor and Producer. (see credits)

On-Set Supervision of Live-action/Element Photography. Bid, Schedule, Line Produce Live-Action Shoots, Post-Producer for various Commercials, Broadcast and Location/Installation/Interactive Graphics. Manage Clients and Artists in large motion-graphics and live-action projects under tight deadlines. Recruit and Manage Human, Hardware and Software Resources. Ensure timely delivery of project deliverables to Client.

2005-2006 Charlex

Facility Producer: Breakdown, Bid, Schedule, Track projects for Agency/Client. Coordinate Design, CG, Flame/Smoke and Vendor elements to ensure timely delivery of all deliverables.

2005 Anatomical Travelogue

Visual Effects and Animation Producer: Manage CG animation and compositing teams for Television and Print projects.

2003-2004 Sea Studios Foundation for National Geographic Television & Film

Post-Production and Visual Effects Supervisor for Mini-Series "Strange Days on Planet Earth": Manage all aspects of HD/720p post-production, including budgeting, scheduling, editing, sound, music, mixing, visual effects, and color-correction of a 4-hour mini-series. Create and deliver final deliverables to network and distributor.

Pre-Production:

- Breakdown scripts for post-production work, potential visual effects and animation.
- Create & maintain schedule & budget of all post-production milestones.
- Develop & document post-production pipeline with various HD/SD & film formats.
- Design of visual effects, animation and graphics with Episode Producers.
- Build Storyboard Animatics for visual effects and animation sequences.
- Solicit & review bids from vendors to determine first-pass visual effects/animation budgets.
- Develop Cinematography, Sound, Edit Style Reels for Series
- Created Shoot & field-recording technical guide.
- Planned and Executed Facility build-out including recruitment and hire of department staff. Determine, purchase & install/upgrade machine room & edit suite equipment.

Production:

- Review: HD down-conversion, VariCam frame-rate conversion, format-conversion to digital dailies.
- Supervise TeleCine of original and stock film elements.
- Compare/Contrast visual effects as drafts of scripts are updated. Determine potential changes and communicate budgetary concerns to producers.
- Create in-house temp composites and animatics as production plates arrive for vendors.
- Supervise/Approve vendor pre-visualization of visual effects & animation.
- Maintain schedule & budget of milestones as script drafts or production dates change.

Post-Production:

- Spot Music and Sound fx with Series Producer and Sound Designers.
- Supervise Editors & Cuts through Lock of EDLs.
- Supervise On-line Conform, Titling.
- Supervise Visual Effects and Animation & Show Graphics package.
- Supervise Color-Correction (DaVinci 2K).
- Supervise Mix/Dub with Exec Producer and Series Producers, Layback to masters.
- Quality control of all domestic and foreign deliverables and dubs.

Wrap:

- Create Music Cue sheets.
- Coordinate Equipment Return.
- Archiving and storage of media.
- Backup of EDLs, OMFs, Targa Sequences, Databases.
- Final inventory log of all media/assets/paperwork.

2001 Silicon Illusions

Facility Visual Effects Supervisor: Breakdown, design, supervise visual effects of feature, television & corporate projects through final delivery. Manage 30 artists & facility hardware and software expansion.

1999–2001 Imagineasia

Head of 3D Production, Producer: Built 100 seat 3d/compositing facility with 60-proc render farm. Developed production pipeline & training pipeline. Manage all aspects of 3d studio, staff of 100 and it's productions (internal and external). Recruitment, scheduling, budgeting, purchasing, post-supervision.

1999 Xaos, Inc,

Facility Visual Effects Supervisor/Producer: Bid, design, schedule, budget, on-set supervision, post and final delivery of effects on feature, television and commercials projects.

1999 Paramount Studios Digital Design

Facility Visual Effects Supervisor/Producer: Bid, design, schedule, budget, on-set supervision, post and final delivery of effects on feature, television and commercials projects.

1998–1999 Digital Anvil

Facility Visual Effects Producer & Game Art Production Manager:

Visual Effects Producer duties: Build 30 seat facility for feature-film visual effects. Recruit/Manage 25+ VFX artists for feature film "Wing Commander". Schedule staff and vendors. Evaluate and purchase equipment and training needs of artists and facility. Produce Main Title sequence for feature.

Game Art Production Manager duties: Manage internal team of 15 artists and outside vendors across several game projects. Interpret design and pre-production materials to a clear picture of project scope and associated task breakdowns. Develop and manage efficient art production process and pipeline. Ensure timely deliver of art content into the production pipeline.

1995–1997 Northwest Imaging and FX

Facility Visual Effects Supervisor/Producer: Bid, design, schedule, budget, on-set supervision, post and final delivery of effects on feature, television and commercials projects.

1993–1995 Star Trek: Next Generation, Star Trek: Deep Space 9 & Star Trek: Voyager

Visual Effects Associate: Support VFX supervisors and producers & post department. Assist stage supervision, compositing and online delivery. Track all visual effects elements and models. Purchase equipment. Coordinated VFX resources for studio licensing/marketing.

RELATED SKILLS

Camera: Panasonic AJ-HDC27 VariCam (720p DVCPRO HD) • Sony Cine-Alta (HDCAM) • Panavision • Arri • Moviemcam • Mitchell • Fries • Photosonics

VTR/DDR/Editor/Switcher: Axial (Editor) • Grass Valley Group (Editor(s), Switcher(s)) • Panasonic (D5, DVCPro HD, 25/50), Sony (HDCAM, D1, D2, DigiBeta) • Ampex (Editor) • Abekas • Accom

Software:

Proficient in: Microsoft Excel/Word • Filemaker Pro • FastTrack Schedule • Adobe Photoshop/Illustrator • Apple Final Cut Pro/Aperture/Keynote

Knowledgeable in: Final Cut Pro • Avid • Apple Shake • Eyeon Fusion • Smoke/Flame • Adobe After Effects/Photoshop/Illustrator/Flash • Digital Fusion • Autodesk Maya • Softimage XSI • HTML • JavaScript • Perl • PHP • MYSQL

HONORS

2006 Emmy Award Nomination: Outstanding Individual Achievement In A Craft: Graphic & Artistic Design: "Strange Days on Planet Earth"

2004 Panda Award for Best Series at Wildscreen Festival: "Strange Days on Planet Earth"

2004 Natural History Museum ONE PLANET AWARD: "One Degree Factor" ("Strange Days on Planet Earth")

2001 Academy Award Nomination for Best Documentary: "Dolphins"

1995 Emmy Award certificate: Outstanding visual effects in a television series: "Star Trek: Voyager" (Pilot)

1994 Emmy Award certificate: Outstanding visual effects in a television series: "Star Trek: The Next Generation" (Finale)