

Doug Hogan

Compositing Supervisor

📍 Dallas, TX
☎ 317-341-5279
✉ doug@doughogan.com
📺 [Showreel @ vimeo.com/117134246](https://vimeo.com/117134246)
🌐 www.doughogan.com

Work History

Compositing Supervisor

11-2015 - current

Reel FX

Under general supervision of the VFX Supervisor, and working in partnership with the Lighting Supervisor(s) and Matte Painting Supervisor, I am responsible for leading a team of artists specialized in Compositing disciplines. Also in charge of Nuke tool development for a feature pipeline, as well as being responsible for Compositing tools and technique documentation including Matte Painting documentation. Additionally required to perform advanced compositing operations with the rendered layers created, including overall look and feel, color correction, 3D setups, advanced rotoscoping, look development, and other more specialized compositing effects as needed.

Lead Compositor

12-2009 - 11-2015

Reel FX

Lighting in Maya and Compositing in Nuke. I'm responsible for creating and fine-tuning lighting for use in the production of live-action and fully CG features. Also responsible for rendering and compositing layers together to create image sequences for final delivery. As well as lead compositing duties, Continuity Supervision, and Compositing tool/pipeline development in python.

Nuke Compositing Instructor

05-2013 - 06-2014

Digital-Tutors / Pluralsight

Every now and then I put my teacher hat on and do some freelance tutorial work covering the advanced Compositing techniques I've picked up through out of my career.

Lead Compositor

04-2007 - 12-2007

SPEEDSHAPE

Working with clients and brands such as GM, Saturn, Bush Beans, Cadillac, Ford, and Hummer to name a few. Established with fellow Leads a Compositing pipeline standard for the studio. Cross trained artists in Compositing theory and Nuke. Wrote a library of plugins, in both tcl and python, for artistic and production needs.

Compositor

01-2007 - 02-2007

Studio Virtuel Concept

Worked freelance as a Compositor for S. V. C. in Ottawa, QB on the stereoscopic IMAX film 'Dinosaurs: Giants of Patagonia'.

VFX Supervisor/Digital Artist

07-2006 - 11-2006

Symposium Productions

Visual Effects Supervisor/Compositor at Symposium Productions. Contracted for the feature film 'Baby Blues'.

Education

B.F.A in Visual Effects & Film and Television

2003 - 2006

Savannah College of Art and Design

I received my BFA from the Savannah College of Art and Design with a major in Visual Effects and a minor in Film and Television. While attending, I spent my free time working freelance on a number of projects, ranging from short to feature film.

Skills

Artist Supervision

Compositing (Nuke 10+ years)

Lighting & Rendering (Maya, Mantra, Arnold, Renderman, Mental Ray)

Stereoscopic Feature Films

VR (Both CG and Live Action Stitching)

Pipeline & Tool Development

Coding tools in Python

Credits (to date)

Rock Dog - Lead Compositor / Lighter

Book of Life - Lead Compositor / Lighter / Continuity Supervisor

Free Birds - Lead Compositor / Lighter / Matte Painting TD

Despicable Me: Minion Mayhem - Lighter / Compositor

As Cool As I Am - Compositor

Ice Age: A Mammoth Christmas - Lighter / Compositor

Bernie - Compositor

Katy Perry "Firework" - Compositor

Looney Tunes Shurtz 3D - Lighter / Compositor

G-Force - Stereoscopic Rotoscoping Artist

Red Cliff 2 - Rotoscoping Artist

Dinosaurs 3D: Giants of Patagonia - Compositor

Baby Blues - VFX Supervisor / Lead Compositor