

CURRICULUM VITAE

Daniel Walter Cohn

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DOB: 23/11/1979 **Nationality:** German, South African, Australian Permanent Resident

Languages Spoken: English (*fluent*), Hebrew(*fluent*), Japanese(*basic*), French(*basic*)

- Career aim:

To be a part of the highest quality of creative arts by telling unique, passionate and compelling stories through a variety of media while ever pushing the boundaries of technology, imagination and inspiration.

EMPLOYMENT HISTORY

CG

- | | | |
|---|-------------------------------|------------------------------|
| 2019 | Previz/Layout Artist/Crowd TD | SlateVFX |
| Various Projects | | |
| <ul style="list-style-type: none">Layout and crowd work on a range of shows including Reckoning, Bloom, and an untitled Fantasy epic. | | |
| 2016-2017, 2019 | Layout Artist | Animal Logic |
| Lego Batman, Lego Ninjago, Peter Rabbit 1&2 | | |
| <ul style="list-style-type: none">Rough layout, sequence planning/blocking, final cameras & stereo | | |
| 2018 | Crowd TD | Method Studios |
| Outlaw King | | |
| <ul style="list-style-type: none">Crowd TD, asset creation, shot artist | | |
| 2014, 2116 | Massive TD | Iloura/Method Studios |
| Mad Max Fury Road, feature film <i>-*6 time Oscar winner 2016 & multiple VFX awards*</i> | | |
| Game of Thrones Season 6 <i>-*Multiple Emmy award winner 2011-2015*</i> | | |
| <ul style="list-style-type: none">In charge of all aspects of crowd asset creation – custom agents, brain writing, motion tree, action editing, supervision of shot running and junior crowd artists. | | |
| 2014 - 2015 | Character TD | Plastic Wax |
| High profile game cinematics including Rise of the Incarnates (Namco Bandai), Dirty Bomb (Nexon), Lego Batman (Warner Bros. Interactive) and several in house projects. | | |
| <ul style="list-style-type: none">All character aspects in Maya and Unreal Engine including complex body/face rigs and character fx. | | |
| 2013 | VFX Artist | An American Piano |
| Short Film by Paul Leeming/Hamish Downie, 2013 <i>-*short film selection at Cannes 2014*</i> | | |
| <ul style="list-style-type: none">Completion of various effects on this beautifully shot short film, predominantly comp FX and tracking. | | |

2011 - 2013 Lead Previz/Layout Artist **Polygon Pictures**

Transformers:Prime - **winner of 2012 daytime Emmy award, special class animation**

- Supervision of animators for layout work, previzing of new assets and sequences, development of previz pipeline

2011 Previz Artist **FuelVFX**

Thor Feature Film

2009-2014 Ongoing Freelancer on a variety of shows and TVCs with the following studios:

- Fin Design Rigger/Previz Artist/Animator
- Heckler Rigger/Previz Artist/Animator
- Rotor Studios Rigger/Previz Artist
- Resolution Design Generalist
- Postmodern Massive TD/Generalist
- Ambience Entertainment Rigger

2008 Rigger and Technical Modeller **Flying Bark Productions**

*The Legend of Enyo, TV - *2010 winner of the AEA award for Best Animation and FX in a TV series**

- Together with the lead rigger devised the rigging system for the show, a collaboration between ourselves and two other studios from overseas.

2007 – 2008 Technical Assistant **PhotonVFX**

Animalia, TV

Live Action

2010 Previz Artist/ Camera Assistant **Spider Woman**

live action short film, James Balian

2009 General Crew **Metro Screen/University of Western Sydney**

Dare I Ask?, Live action TV show

- Roles included Director's Assistant, Continuity, and Production Assistant.

2005 Volunteer Production Assistant **Australian Film Television & Radio School**

Two Nights, Short film

- DIRECTED FILMS

Holyman - AFTRS Live Action short film, 10:35, 2013

- AFTRS Graduate Certificate in Directing thesis sci-fi film. Roles: Writer, Director, Production Designer, VFX Supervisor, CG Artist, Composer, Actor (The Warden).

Elegance - Live Action short film, 06:29, 2012

- Director, Writer, Producer, Fight Choreographer, Editor.

#6,707,304,491 - VFX short film, 12:29, 2012 - **Official Selection Intendance 2013**

- Live action on green screen, I first directed this as a play at Short & Sweet 2010. Roles: Director, VFX Supervisor, CG Artist, Editor, Composer.

Artist Presents: - UTS Masters thesis animated short film, 19:32, 2006-2007

- Writer, Director, Producer, Art Director, Editor, all aspects of CG, Voice Director, Composer, Musician.

- DIRECTED THEATRE

Game Night - Top 80 play at Short & Sweet 2016 - **Week 6 winner and Grand Gala Finalist 2016*

- Director

Spidey Glass - Wild Card play at Short & Sweet 2015

- Director

Memories of a Forgotten Thursday - Top 100 play at Short & Sweet 2011

- Director

Playing With Knives - Wild Card play at Short & Sweet 2011

- Director

#6,707,304,491 -

Wildcards Short&Sweet 2010, - **Week 6 runner up**

- Director, sound designer

- PRIMARY CG SKILLS

- Previz and Layout (story analysis, lensing, live action shoot planning)
- Massive Crowd TD (brain writing, motion planning/editing, agent creation, simulation)
- Character TD/Rigging
- Organic and hard surface modelling/Character Animation (humans and animals, realistic and stylised)

- ADDITIONAL CG SKILLS

On Set VFX supervision and Assistance *Texturing, Lighting,

Scripting* Matchmoving* Compositing* Editing* Familiarity with motion control cameras

- OTHER SKILLS

Directing* Game Design* Drawing/Concept art* General live shoot assistance* Acting* Stunt Work.

- SOFTWARE

- Maya - *power user*
- Massive Prime - *expert*
- Photoshop - advanced
- After Effects – advanced
- After Premiere – advanced
- Houdini - Intermediate
- Tracking packages (Boujou/Synth Eyes/PFTrack/Matchmover) – advanced
- Unity - intermediate
- Fluent in Windows/Linux, office/asset management applications (Microsoft Office/Shotgun etc)

- STUNT SKILLS

- Fight choreography (street fighting, martial arts, weapons)
- Tumbling, window penetrations, stair falls and High Falls (30 ft)
- Abseiling (standard and advanced, inverted and reverse "Aussie style")
- Wire work, high rope work and ratcheting
- Weapons training (knives, swords, guns)
- Stunt driving, motorcycling, water stunts, car hits and human torch

EDUCATIONAL QUALIFICATIONS

- 2013 **Graduate Certificate in Directing** AFTRS, Sydney
 - 2012 **Acting 1 certificate of achievement** Yokohama Theatre Group, Tokyo
 - 2010 **Stunt Academy Graduation Certificate** Australian Stunt Academy, Gold Coast
 - 2009 **Certificate of achievement in Previzualisation** AFTRS, Sydney
 - 2008 **Certificate of achievement in Directing** National Institute of Dramatic Arts , Sydney
 - 2006 **Master of Animation** University of Technology, Sydney
 - 2004 **Bachelor of Fine Arts** University Of New South Wales, Sydney
- Completed one year of the degree and then was accepted into Masters of Animation at UTS.
- 2003 **Diploma in 3D animation (Maya)** Sela University, Tel Aviv, Israel
 - 2000-2001 **Diploma in multimedia and 3d animation** Computer Graphics College, Sydney
 - 1996-1998 **High school matriculation** Wizo Francee, Tel Aviv, Israel
- Art and Design High School, majored in graphic design

HOBBIES, INTERESTS AND ADDITIONAL INFORMATION

Featured in University Of Technology monthly newspaper, Alumni Profile for Design & Architecture

Film and the arts

Guitar

Health and fitness (gym, general fitness, martial arts, yoga)

Cooking and Belgian Beer

Travelling

Served in the Israeli army (2001 – 2003). Awarded outstanding soldier of brigade 500

Awarded 3rd place at annual animation competition at the Computer Graphics College (2000)