

Christopher Hodge

Sup Matchmover - Layout - Photogrammetry

Currently in London July 2022
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Since early 2020 I have been at WB as part of the Fantastic beast inhouse team. The aim of the team was to provide camera tracks for postviz and finale for both inhouse and vendors to use. So because of this and the covid outbreak we grew the inhouse team instead of use outsource. So myself and my co supervisor ended up having a team of around 13. So for this I had to help organize specs for equipment and workflow to create a full working pipeline. For this show which enabled use to be faster and more consistent in the packages we delivered. In addition to this I was involved in giving advice to the production team including the supervisor, data wranglers and lidar teams about what we needed. Working closely with the inhouse team talking to the supervisors and production. To help deliver work as efficiently as possible. Then I was also making master scenes, tracking my own shoots, QCing the teams work. Also bidding and more. By doing this by the time postviz was over. Some 950 Tracks of the show where considered final for show. Our remain shot some 500 where then just tweaked not completely restarted to make them final. Saving time and money. Because of this we where told Burbank wanted himself and the team to remain and to move onto other shows.

I have been working in the film industry for a number of years now. Mainly based in London I have worked on large and small shows and adverts. Mainly I have been doing camera and object tracking jobs. But if needed I can do photogrammetry and other tasks. I own all my equipment to enable me to work remotely or inhouse if needed. This includes fully licensed software, high end workstation. Also if needed i have all my own camera equipment if needed to go on set.

EXPERIENCE

Electric Theatre Collective

NDA ADD - (May 2023 - June 2023)

Host VFX, Lead Remote Matchmover

Unkown Show - (April 2023 - May 2023)

Citadel - (Oct 2022 - Feb 2023)

Apple+, Lead Remote Matchmover

Napoleon - (Oct 2022 - Nov2022)

Proof, Remote work — Lead Matchmover

Sep2022 - Sep 2022
Postviz

Warner Brothers, Remote work — Supervisor Matchmover

Mar 2020 - AUG 2022

Postviz which were then taken to final

SOFTWARE

3D Equalizer
Nuke
Maya
Reality capture

AWARDS

The Ritual _2017 BIFA
Best Effects

LANGUAGES

English

EDUCATION

Nuke Compositing, Remote

Jan 2003

12 week course

Escape Studios, London

Jan 2012

3 Month training course
teaching Maya, 3DE, Nuke and
Zbrush

University of Kent, Ashford — Degree

AUG 2001 - Jun 2004

Advertising and Design (2:1)

LINKEDIN

For a expanded experience and
recommendations

<http://linkedin.com/in/christopher-hodge-6601b444>

Anamorphic show
Planning of workflow
Pipeline development
General advice and feedback for what we needed from film crew
Working with team
QC teams work
Review feedback notes
And more

BatGirl Jun 2022 - AUG 2022

The Flash Nov 2021 - Aug 2022

Fantastic beast 3 Mar 2020 - July 2021

Nexus Studio, Remote work — Lead Matchmover

Aug 2020 - AUG 2020

Tv advert

Framestore london TV, Remote work — Lead Matchmover

July 2020- July 2020

Apple+ SEE

Quick four days of work

Trixter, Remote work — Senior Matchmover

April 2020- April 2020

Suicide Squad 2, cameratracks

Vine VFX, Remote work — Lead Matchmover

March 2020- March 2020

Camera and object tracks

Big Dog VFX, Remote work — Lead Matchmover

March 2020- March 2020

Netflix show helping a comp friend with a few shoots

Host VFX, Longcross studio — Senior Matchmover

March 2020- March 2020

Murder on the Niel, 1 weeks work to fill the gap between TTFL and starting at WB on Fantastic Beasts 3,

Camera tacks

The Third Floor, Warner Brothers — Senior Matchmover

Jan 2020- Feb 2020

Venom 2 postviz camera tracking

Hyundai TV Ad, Remote work — Lead Matchmover

Oct 2019 - Dec 2019

Camera and object track of car. With additional tracks of wheels for rim replacements

Proof Inc, London — Lead Matchmover

Oct 2019 - Dec 2019

Tom and Jerry (post Viz) - Camera Tracking, tracking for framestore

Mongal Rally, World — Time off

July 2019- Oct 2019

Charity drive from London to mongolia via istanbul and the Stans coming back through moscow, in a 2004 renault clio.

The Third Floor, London — Lead Matchmover

July2019- July 2019

Unnamed Pilot Show

Scanline, Munich - Germany — Senior Matchmover/Layout

January 2019- June 2019

Stranger Things 3 - Camera, Layout and QC outsource
6 underground (Micheal Bay) - Camera, layout and QC outsource
Charlies angels - Camera, layout and QC outsource

Trixter, Munich - Germany — Senior Matchmover

June 2018 - December 2018

Captain marvel - Camera/Object tracks
Sonic hedgehog- camera/layout

Warner Brother, Leavesden - UK — Lead Matchmover

Aug 2017 - June 2018

Fantastic Beasts and Where to Find Them 2.

- UD pipeline creation which worked for all vendors
- Worked with supervisors, Production, Postviz vendors, Multiple outsources, Inhouse team and Studio
- QC outsource, Inhouse and moco cameras from finale vendors
- Troubleshoot shots
- Gave advice for tracking requirements while planning shoots.
- Bidding
- Tracking

Nvisible, London — Lead Matchmover - Generalist

March 2017 - Aug 2017

Well in truth between this and my previous title nothing really changed. Was still bidding and helping to plan. As well as doing Potogrametry test but this time using my Drone.

Nvisible, London — Matchmover - Generalist

March 2015 - Aug 2017

So I had the opportunity to work on may different shows. From the largest to the smallest. All presenting different challenges and was a great learning experience. From shows/shoots with no data to the biggest shows where everything was lidard and date was amazing.
I was also starting to lead when ever other artists might join the team. Plus I

was helping to bid as well as help supervisors with information on what I would need and in some cases coming up with novel ideas to be able to get what was need with as little work on set as possible.
But alongside the tracking I would also do some modelling/texturing. But I did do a lot of photogrammetry shoots and process in agisoft. Going on set twice for Outlander at the studios in Scotland studios, the other was on location Palace of Versailles.
I would also run the company's plate Ingestion when ever need.