

Doug Kennedy | VFX & CG Supervisor

Skills:

VFX & CG Supervisor / VFX TD / CG Generalist /
Compositor & Motion Designer / Director / Designer /
Illustrator /
Puppeteer / Puppet Builder

General Information:

Phone: +44 (0) 7767 606628
E-mail: dougkennedy@undabo.com
Nationality: British
Languages: English - Mother tongue / Italian - Basic

Professional personality:

VFX Supervisor – Calm, approachable, methodical & good communicator. Working with Directors, DOPs, Art Directors & Producers to design and plan VFX requirements that fully compliment the needs and budgets of the show. Creating detailed briefing/bidding packs for vendors and working with them to realise the finer details of the VFX.

VFX Supervisor (On Set) – Calm and approachable & good communicator, fast problem-solving skills and able to present a variety of options to mitigate unexpected on set problems. As well as explain to crew the planned approaches and best methodology for anticipated VFX sequences. Able to collect reliable data and information from a shoot to aid postproduction tasks.

CGI - Capable of working precisely & calmly under extreme pressure and tight deadlines, team oriented, flexible with excellent problem-solving skills.

Design and Direction - Capable of devising and communicating clear, comprehensive and original ideas both verbally, illustratively to clients and teams. Able to effectively guide teams to realise these ideas and manage client expectations vs. budgets.

Puppetry – Capable of transforming a design idea into an expressive, functional, and reliable puppet fabrication using excellent problem-solving skills and Innovative & tried and trusted methods. Capable of expressing believable character movement, personality, and emotion through puppeteering. Fits into small spaces, long arms, huge vocal arsenal of voices, accents and odd noises.

Experience:

Freelance VFX Supervisor/ CG Generalist / 3D Lead / VFX TD / Business Owner
25+ years working independently as a boutique VFX, Animation & Design studio offering full-service 3D / 2D / Production & Postproduction, Branding, Design & Directing services to agencies, production companies and end clients. Projects include Television Commercials, On-air Branding and Broadcast Packages, Medical Visualisation, Stereoscopic Design and Consultancy, Stereoscopic Conversion, Corporate Brand Animation, Brand Development, Story boarding, Postproduction and Finishing, VFX Supervision.

CGI Showreel: <https://vimeo.com/124290540>

IMDB Credits: <http://www.imdb.com/name/nm1545954/>

LinkedIn: <https://www.linkedin.com/in/undabo>

Puppetry related activities

25+ years of puppetry related activities including designing and building characters for personal and commercial projects. Puppet coordinating for TV, Puppeteering on stage & camera for various amateur performances & films, designing and running a children's puppetry workshop for schools. And participated in group training workshops run by the Jim Henson Company and other organisations / professional individuals.

Related activity: <https://www.instagram.com/hold.the.foam/>

Education and Qualifications:

09/2001 – 09/2002	University of Teesside	Middlesbrough
MA Computer Animation (MA Distinction)		

09/1997 – 06/2001	University of Teesside	Middlesbrough
BA Hon's Creative Visualisation (First Class)		

09/1994 – 06/1997	Queen Elizabeth Sixth Form	Darlington
A Level:	Art and Design, Sociology, Communication Studies, General Studies.	
AS Level:	Performing Arts, Mathematics.	

Professional History:
Current / Permanent

Company: Undabo Studios
Position: Managing Director, CG Lead/Supervisor
Client Facing, Creative, Production and Management roles in over 300 projects ranging from television commercials, visual effects, corporate films to brand development.

Period: 2000 – Present
Description: I have managed and worked at Undabo for 25+ years offering vfx & animation support to Post Facilities, Production Companies, Broadcasters and Creative Agencies.
Within this role I not only cultivated excellent CGI skills I also gained experience of managing and mentoring teams of artist to deliver desired aesthetics, high quality, on budget and on time work needed for projects ranging from television commercials to large event graphics.

Activities: Undabo has helped me develop a keen understanding of a client’s production vision, and the ability to develop these into practical, cost effective and impressive projects in all medias, particularly animated spots or immersive installations.

Company: Hold The Foam
Position: Owner, Designer, Puppet Builder, Puppeteer
Client Facing, Creative, Fabrication & Performance roles in a small number of projects ranging from full body puppet stage costumes, professional ventriloquist puppets, puppets for screen and stage. Specialism in hand and rod / live hands puppets fabricated from foam and fleece.

Period: 2019 - Present
Description: Based on a 25 + year experience of puppetry and puppet building and training, Hold The Foam provides design fabrication and performance of custom built puppetry creations for stage and screen. Recently designed and Built VFX stand-in puppets and designed photoreal puppets for Anansi Boys - Amazon Studios.

Company: Brandguide.uk
Position: Owner, Designer.
Client Facing, Creative, Design and Implementation of fresh brand design services and cutting-edge delivery platform.

Period: 2019 – Present
Description: Full-service brand agency delivering new and refreshed brand identity, graphic design, animation, and communication media wrapped up in a slick customisable user interface and user experience allowing Clients and their vendors to understand, access and share their brand and associated media.

Selection of Freelance/Short-Term Projects

CG Supervisor
2024
Passion Pictures – Migros “The One” Christmas 2004 campaign
High quality Christmas campaign for Migros Supermarkets, beautiful cg animated characters mixed with live action plates telling the story of two elves finding love at Christmas. Lighting, look dev & supervised all CG work.

Puppeteer
2024
Passion Pictures – Kiehl's "Don't Rebuy. Just Refill"
One of two professional puppeteers performing all the characters in this meticulously crafted film. Set on Mount Everest, the film brings animated trash to life, singing a playful parody of “I Will Survive.” It’s a reminder of the power of reusability and the need for sustainable solutions.

VFX & CG Supervisor
2023
Passion Pictures – NBA Gift of the Game
Fast turnaround high quality Christmas campaign for NBA, stop motion style, cg animated action figure toys of NBA superstars come alive on Christmas eve to compete in a 5 v 5 festive matchup, played in front of the onlooking family. Supervised all CG work and was onset VFX supervisor for the live action shoot.

VFX Supervisor /
Digital DOP
2023
Passion Pictures – Super-Man Documentary
Working with the creative director, heads of department and key artists I worked to visualise all the CG shots for the documentary including initial look dev, finding the best methodologies to achieve the shots and create selects for editorial to cut with and design the title and end credit sequences.

CG Supervisor 2022	Netflix / Lime Pictures / Realtime UK – Dance Monsters Working across Ingest, Layout, CFX & Lighting departments as a CG supervisor I was responsible for quality control of the output, and able to problem solve and manually fix scenes where the capturing of mocap and camera data was not suitable or had failed.
VFX Supervisor 2022	SKY / Vertigo Films / Automatik – This is Christmas On set VFX Supervision, advising Directors, Dop, Art Directors, Producers and on set crew how best to achieve required shots for successful VFX. Providing informed and achievable VFX advice for unexpected problems that arose during the shoot. Documenting all VFX aspects of the shoot to reliably inform the planned and unplanned VFX work in post.
VFX Supervisor 2022	Paramount + / Cuba Pictures – The Chemistry of Death On set VFX Supervision, advising Directors, Dops, Art Directors, Producers and on set crew how best to achieve required shots for successful VFX. Providing informed and achievable VFX advice for unexpected problems that arose during the shoot. Documenting all VFX aspects of the shoot to reliably inform the planned and unplanned VFX work in post.
VFX Supervisor 2021 – 2022	Amazon Studios / Spider Pictures - Anansi Boys On set and production based VFX Supervision & planning. Working with and advising Directors, Dops, Art Directors, Producers and on set crew to fully understand and achieve the shots required for successful VFX. Working with inhouse CG team and independently to previz sequences for preproduction and after shoot create temp VFX sequences for Editorial. Working with vendors to brief and manage their contribution to the VFX pipeline.
CG Supervisor / 2D&3D TD	Seed Animation Free Now UK launch campaign (TVC & Print)
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CG Supervisor / Senior VFX Artist / TD	Kettle Studio Numerous Projects (TVC / Games/ Installations)
Technical Director / Animator	Not to Scale Numerous Projects (TVC)
VFX Pipeline TD	Peerless Camera Company The Alienist (Netflix)
Senior 3D / Lead	Seed Animation Numerous Projects (TVC)
Senior 3D VFX Artist	Lola Postproduction Troy: Fall of a City (BBC/Netflix)
Softimage ICE Particle TD	Ground Control New Scott's DHA Gummies (TVC)
Senior 3D VFX Artist	SKY TV Numerous Projects (Promos/Sponsorship)
Softimage ICE Particle Lead	UNIT TV Infinity Q30 Concept Launch
Senior 3D VFX Artist	Smoke and Mirrors Numerous Projects (TVC)
Senior 3D VFX Artist / Lead	Windmill Lane Numerous Projects (TVC)
Senior 3D VFX Artist & Particle TD	Studio AKA Olympic Torch Relay campaign (BBC promo)