

tristan *Alice*^[1] nieto

Motion Graphics - Visual Effects - Editing

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Motion Graphics Showreel <http://tristanniето.com/motion-graphics-showreel.html>

Stereo/VFX Showreel <http://tristanniето.com/visual-effects-showreel.html>

IMDb Profile Page <http://www.imdb.com/name/nm2433497>

About Me

Born in London and growing up in Australia, I have been working in Film and Television since I was fourteen. I returned to London ten years ago, starting out as an Editor and Motion Graphics Artist for Tilling Productions and later as a Stereoscopic artist for Prime Focus (later, part of Double Negative).

In my time as a film and television professional, I have been responsible for radically expanding the creative capacity of virtually every company I have worked for, developing dedicated graphics departments and exploring new areas of production.

In 2012 I was part of the Academy Award winning visual effects team for Alfonso Cuarón's *Gravity*.

Technical Experience and Knowledge

- 7 Years Visual Effects experience with Nuke and Fusion, including prep, roto, compositing and stereo conversion.
- 8 Years experience with 3D design packages, including Cinema 4D and Maya.
- 15 Years experience with Adobe After Effects and the Adobe creative suite.
- 20 Years experience as an editor with Final Cut Pro, Adobe Premiere and Avid.
- Over 20 years experience across the Film and Television industry, including as a writer, Camera operator and effects consultant.
- Extensive knowledge of film and video including digital, broadcast and 16 & 35mm film.
- Extensive experience as a creative visualiser in both corporate and academic settings.

Selected Experience

Freelance Motion Graphics, Editing and VFX Artist - 2015 to Present (UK)

Since finishing with Double Negative, I've been a Freelance Artist for film, television and online, working on Ad campaigns, Feature films, and as a data visualiser and conceptual designer.

Clients include: Virgin Media, Fremantle Media, Global Radio, EE, University of Lancaster, and the upcoming films *Anna and the Apocalypse* and *Troll Bridge*.

Double Negative - 2014 to 2015 (India)

Role: VFX Elements Lead

Line Manager: Subhadip Malakar (India)

Website: www.primefocusworld.com

On placement in Mumbai, I worked as VFX Elements Lead in the View-D stereo conversion team, sculpting 2D footage for 3D stereo projection and integrating VFX. Using Nuke and Fusion, I supervised a team of 20 Element Breakout Artists, reviewing and approving their work, developing tools and solving problems beyond the Artists' capabilities.

The list of films contributed to includes: *Avengers: Age of Ultron*, *Ant-Man*, *Terminator Genisys* and *Pixels*.

Prime Focus - 2011 to 2015 (UK)

Role: View-D Artist & VFX Elements Artist

Line Manager: Matthew Bristowe

Website: www.primefocusworld.com

I worked in the View-D stereoscopic team, sculpting 2D footage for 3D stereo projection and integrating VFX. Later, as an Elements Artist breaking down existing 2D composite scripts, transferring from Nuke to Fusion and developing tools to facilitate VFX integration into stereo composites.

Working alongside Framestore, our team helped create the Stereoscopic VFX for *Gravity* which went on to win the Academy Award for Best Visual Effects.

Other films contributed to include: *Guardians of the Galaxy*, *Edge of Tomorrow*, *Maleficent*, *World War Z*, and *Frankenweenie*.

Tilling Productions – 2008 to 2011 (UK)

Role: Motion Graphics Artist & Editor

Line Manager: Lee Mears

Website: www.tillingproductions.com

Initially working as an editor, I later expanded to motion graphics and basic VFX. I established a dedicated graphics team within the company and was instrumental in expanding the services and client base. I edited and designed motion graphics for advertising and marketing campaigns, conventions and internal communications. Clients included Coca-Cola, BP, Nationwide, Roche and Kimberly-Clark.

The Bazura Project – 2006 to 2007 (Australia)

Role: Technical Director

Production Company: Seventh Floor Productions (Australia)

Website: https://en.wikipedia.org/wiki/The_Bazura_Project

Winner of 3 Antenna Awards (nominated for 9), The Bazura Project was a weekly entertainment news satire. As Technical Director, I supervised the entire technical team, created all effects and graphics, shot and directed both studio and field sessions, designed, edited segments and produced the final broadcast master for 24 episodes.

Vocam – 2004 to 2007 (UK & Australia)

Role: Senior Editor, Motion Graphics Artist

Directors: Dylan Volkhardt & Carlo Zeccola.

Website: www.vocam.com

Like Tilling Productions, I was instrumental in expanding Vocam's productions into graphics and animation, greatly improving overall quality. I completed over twenty projects, featuring recreations of industrial accidents, 2D and 3D animations plus online interactive components. I also created DVD menus with foreign-language versions adhering to their respective OH&S laws and regulations.

Personal Information

IMDb Profile Page: http://www.imdb.com/name/nm2433497/?ref=fn_al_nm_1

Education

Victorian College of the Arts - Creative Arts strand. (BA)
St. Paul's High school, Victoria, Australia (98th Percentile, National).

Nationality

Dual British-Australian.

Interest & Hobbies

Film & TV. Music. Politics. Physics & Maths. Hiding weird easter eggs in showreels.

Referees available upon request.