Scott Rosekrans

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CG | VFX | VP Supervisor

Scott has been working in CG &VFX for over 20 years, and his work has been showcased in an array of Feature Films, Episodic shows, Game Cinematics and Commercials, many of which have earned nominations for **Emmy, VES Awards**, and **Clio Awards**.

He has worked as a Studio CG Supervisor, Department Supervisor, VFX Supervisor, Virtual Production Supervisor as well as a myriad of department roles as an artist. There is no aspect of Pre or Post-production that he doesn't have hands-on experience with.

He also works as a lecturer as an **Epic Games Authorized Instructor**, and participates in presentations and panels for conferences such as NAB, Unreal Fest, AWE, Infinity Fest, VES and other production summits.

Professional Experience:

CG Supervisor – Cinematics
> *Evil Eye Pictures* – January 2025 – Present
> - Led teams of 10 to 30+ artists working directly with Epic Games as a primary vendor to deliver up to two trailers a month racking up roughly 10 million views each on their channel
> - Provided support as a technical artist on the Star Wars season In-Game Live Event

Unreal Authorized Instructor
> *Epic Games* – March 2022 – Present
> - Instructor for Epic Games Broadcast Fellowship, NY – July 2022
> - Lead instructor for **CG Pro**, An Epic Games Premiere Partner

Technical Previs Artist (Contract)
> *Liaka Studios* – July – November 2024
> - Brought in to execute Technical Previs for a particularly challenging set of sequences for the upcoming feature "Wildwood"
> - Provided UE Tools, workflows, and education support

Instructor | Consultant
> *CG Pro* – October 2021 – Present
> - Developed and taught 5 distinct Unreal Engine Courses mainly focused on Virtual Production, Advanced Animation and Character FX workflows
> - Provide private training and/or consulting for several major companies including:
>   - Deloitte, CNN, Microsoft, Lockheed Martin, Apple, and Korea's Ministry of Science & ICT

CG | VFX | VP Supervisor

    Zoic Studios – December 2014 – January 2025
- Staff CG Supervisor for majority of the time at Zoic, transitioned from a Maya + Vray + Nuke pipeline into Unreal Engine starting in 2020
- Virtual Production Supervisor – RealTime Group – Led the integration of Unreal and co-managed the department overseeing Previs, ICVFX, post-vis, and final pixel renders, early adopter of UE for VFX
- VFX on set supervisor – commercial department – VFX supe for over 20 productions including traditional and virtual production
- Motion Capture Technical Director

Instructor

    Gnomon School of Visual Effects – January 2016 - November 2021
- Instructor for Advanced Character Rigging Classes

Lead Character Technical Director

    Zoic Studios – June 2007 – December 2014
- Staff character TD developed character rigs, pipeline and animation workflows
- Character FX TD – Hair, Cloth, RBD
- Crowd TD – Golaem, Miarmy
- Motion Capture TD

Education

    Bachelor of Fine Arts in Computer Animation

    Savannah College of Art and Design | 2002-2005

Software

Unreal Engine, Perforce, Autodesk Maya, Shotgun|Flow, Vray, Houdini, Blender, Nuke, Embergen, Marvelous Designer, Substance Painter, Reality Capture, Xsens MVN Animate, Optitrack, Rokoko, Mocopi, StretchSense, Metahuman Animator, Faceware Studio, Open XR, Nvidia Omniverse, Adobe Creative Suite, Nomad sculpt, Procreate, Davinci Resolve, Tessera Remote, Resolume, Zero Density, Pixotope, Pixera

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Key Skills

Problem Solving, Virtual Production, Linear Content, XR|MR|AR|VR, Bidding, Scheduling, Education and Training

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Recent Work

Epic Games "Fortnite" **Netflix's** "Family Switch" and "The Witcher", **Sony's** "Gran Turismo" SRD Experience

Amazon's "The Continental", **Marvels** "Secret Invasion", **HBO's** "The Sympathizer", **Apple's** "For All Mankind"

Virtual sets for **FOX's** "NFL Sunday" and "Nascar Cup Series" powered by **Unreal**

Famous Group's mixed reality experiences for the NFL, NBA, and ESPN