DAVID LEA

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◦SENIOR COMPOSITOR◦

I'm a Senior Compositor and cinematics artist working across advertising, animation, video games, film and television. I also have experience with Blender and Unreal engine,

I've worked on projects for clients including Netflix, Blur Studio, BBC, Compare the Market, KONG, Harmonix, Nike, SEGA, EA, Audi, Universal,Greenpeace...

My compositing skillset includes keying, rotoscoping, paint and prep, tracking, CG integration, lighting and look development, multi-pass compositing, colour correction, grading and final shot finishing. I'm highly experienced in Nuke and After Effects, with a strong understanding of the full VFX pipeline, from initial shot preparation through to final delivery across a range of formats and production styles.

I spent five years at Creative Assembly as Principal Narrative Cinematics Artist on the AAA games Total War: Warhammer II and III, co-developing and writing narrative and creating cinematic sequences in Blender, Unreal Engine, After Effects and Nuke.

CREDITS

SELECTION OF FILM, TV AND COMMERCIALS:

- Love Death and Robots – 1 episode - Senior Compositor
- Offspring 'Hit That' (Music Video) – Director
- Greenpeace 'Half Life' (Short Film) – Director (Cannes Lions - Best Young Directors – Winner)
- Compare the market – various campaigns.
- Free Fire '5th Anniversary'– Advertising campaign – Lead Compositor
- Free Fire 'AAA' –Game Trailer – Lead Compositor
- Alice: Madness Returns – Game Trailer - Senior Compositor
- Emiliana Torrini 'Heartstopper' (Music Video) – Director/Generalist VFX
- Radiohead 'There There' (Music Video) – FX Director (MTV Video Music Award – Best Special Effects – Nominee)
- Harmonix 'Rock Band' – Game Trailer - Senior Compositor
- Harmonix 'Beatles - Rock Band' – Game Trailer - Senior Compositor
- Gorillaz 'Feel Good inc' – Music Video - Senior Compositor
- Gorillaz 'Stylo' – Music Video - Senior Compositor
- Gorillaz 'On Melancholy Hill' – Music Video - Senior Compositor

Multiple other Adverts for clients such as: Nike, Compare the Market, BBC, Charmin, Audi, Gordons Gin, Honda, Kia, Lynx….

VIDEO GAMES:

- Total War Warhammer III – Principal Cinematics Artist and Writer - tentpole game (Bafta – Best British Game – Nominee)
- Total War Warhammer III – Principal Cinematics Artist – Lord of End Times DLC
- Total War Warhammer II – Cinematics Artist - tentpole game and across multiple DLC products
- Total War Warhammer II – Principal Cinematics Artist – Vampire Coast DLC

SHORT FORM PERSONAL PROJECTS:

- Sojourn (Unreal Short film) – Director/creator – Featured on Unreal Engines news page and on Motionographer's website.
- On Sunday (Short Film) – Director (Oxford Film Festival – Best Short Film - Winner)
- Storage (Short Film) – Director (Venice Film Festival – Best Short Film - Nominee)
- Shadow Play (short animation) (Edinburgh Film Festival - Best Animated film – Nominee

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SKILLS SUMMARY

- Experienced VFX artist specialising in high-end short-form projects, visual design and compositing.
- Extensive experience as a senior Compositor
- Proficient in VFX packages including: Nuke, After Effects, Cinema 4D, Blender, Photoshop, Davinci Resolve
- Experience in: Unreal, Substance Painter, Motion Builder, Fusion
- Experienced editor - working in Adobe Premiere
- Extensive script editing experience
- Director in both live action and animation
- Experience writing for games
- Experience filming and directing Mocap
- Proficient Cinematics Artist with firm understanding of narrative, film language and technical pipeline

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WORK HISTORY

SENIOR/LEAD COMPOSITOR, FREELANCE

June 2023 – Present

- Working across Nuke and After Effects on high-end VFX, animation and motion graphics projects for leading production companies.
- Adapting quickly to different production pipelines, workflows and technical requirements across studios and projects.
- Bringing a strong artistic eye and creative problem-solving approach to compositing and visual development.
- Working across a diverse range of projects, including live-action VFX, fully animated content and motion graphics.
- Collaborating closely with Directors, Department Leads and fellow artists to develop creative solutions, resolve complex compositing challenges and maintain a high visual standard.

SENIOR /LEAD COMPOSITOR, PASSION PICTURES – FULL TIME

Jan 2022 – June 2023

- Managing composing teams on various projects.
- R&D into emerging software and artistic working process.
- Working as Comp artist and Generalist in Nuke, After FX, Cinema 4D and Blender on a variety of projects
- Collaborating closely with the Directors, department leads, Supervisors and colleagues to problem solve, and complete projects within tight deadlines.

PRINCIPAL CINEMATICS ARTIST, CREATIVE ASSEMBLY -FULL TIME

April 2020 – Jan 2022

- Principal Cinematics Artist writing, designing and making narrative movies for the AAA game Total War: Warhammer 3.
- Collaborating with game designers and writers to invent a core narrative for the game.
- Writing and editing narrative scripts for the core narrative movies.
- Using Blender, Cinema 4d and After effects with bespoke and in-game elements to create shots.
- Creating animatics in Premiere.
- Working with and directing key artists in various department to create elements for the cinematic movies
- Directing freelance concept artists to create content for the game.
- Directing voice recording sessions with A list actors – Ritchard Armitage and Darri Olafsson.
- Collaborating with internal and external sound departments on sound for Cinematic films.
- Collaborate with external Composers for music for Cinematic films.

SENIOR CINEMATICS ARTIST, CREATIVE ASSEMBLY - FREELANCE

May 2017 – April 2020

- Working on Total War: Warhammer 2 and subsequent DLCS
- Using Cinema 4d and After effects with bespoke and in-game elements to create shots and sequences.
- Co-writing the narrative movies for 'Curse of the Vampire Coast'
- Directing and making DLC intro Movie for above title.

MID LEVEL/SENIOR COMPOSITOR, FREELANCE

September 2003 – April 2016

- Working as Comp artist in Nuke and After FX with Various Companies.
- Adapting to different pipe lines within each company and each project.
- Being relied on for Artistic eye when designing looks for projects.

• Working on Fully live action VFX, Fully Animated and motion graphics projects.

• Collaborating closely with the Director, each department and department leads to problem solve, and complete projects within tight deadlines.

DIRECTOR, PASSION PICTURES

September 2001 – September 2003

• Directing Music promos

• Designing and pitching ideas to clients and bands

• Collaborating and directing multiple departments in an animation Studio environment including concept design, CG, Compositing, Editing, Grading.

•Collaborating and directing full crew on live action sets including Director of Photography, 1st AD, Art department, Stunt coordinator, animal handler, Puppeteers.

VFX DIRECTOR/COMPOSITING ARTIST, COLLISION FILMS

March – April 2001

•Working as VFX director on Radiohead's 'There, There' Music promo.
•Working with Director to create style and look.
•Collaborating on set to shoot green screen sequence

EDUCATION

UWCN

2:1 BA (Hons) Animation

FALMOUTH COLLEGE OF ART, CORNWALL

Foundation Art: Distinction

PENWITH SIXTH FORM COLLEGE, PENZANCE

A-Level Art, Photography A-C

CAPE CORNWALL SCHOOL, ST JUST

11 GCSEs graded A-C (Inc. Maths and English)
