

Mark Kolpack

Director / Visual Effects Supervisor / VFX Producer

Profile

Motivated and personable Visual Effects professional with a bachelor's degree in film and a successful 33-year career within production and post, producing top quality imagery for features, television and commercials. Accustomed to handling sensitive, confidential projects. Demonstrated history of producing creative visuals on time and on budget. Flexible and versatile – able to maintain a sense of humor under pressure. Thrives in deadline-driven environments. Excellent team-building skills.

Professional Experience

Visual Effects Supervisor / Producer: *Television*

1998 - 2018

Over the past 20 years I have worked on 20 shows at facilities or as a freelance VFX talent creating and producing a vast array of captivating imagery for series and cable productions. These shows have all benefited from my ability to conjure imagery that greatly exceeded the standard levels of Visual Effects for television at the time.

- In 2006, I implemented the Digital Double technique on "Heroes" that was normally reserved only for feature films and then used it again on "No Ordinary Family" & then on "Agents of S.H.I.E.L.D."
- Also in 2006, I began using HDR Photography to better light 3D characters and synthetic environments.
- In 2007, I helped implement the use of Massive software on "Ruffian." An artificial intelligence program for large crowd simulations.
- Greatly accustomed to overseeing heavy VFX shows that often run from 80 shots to 110 shots an episode.
- On average, saved company budgets anywhere from 30% to 45% through proper bidding, in-house team building, and effective vendor selection. "No Ordinary

Visual Effects Supervisor / Producer: *Commercials*

1992 - 2013

For the past 21 years, I have lent my supervising and producing skills to commercial production companies and post facilities alike. In that time I have produced and led the creative and technical execution on more than 50 demanding VFX driven spots.

- Intimate collaboration with high profile directors and agency creative execs on large and small advertising campaigns; Nike, Ford, M&M's, McDonalds, Lexus, HBO, Target, Buick, Apple, Jaguar, Lockheed Martin, Honda, and Fed-Ex.
- Had previously founded Perfx, a VFX commercial boutique, to handle 2nd unit VFX shoots and post completion of projects from 1995 to 1998.
- Generated revenue growth from 150k in year one to 1.5M in year three.
- Developed the creative approach of a multiple technique execution thus delivering seamless effects that properly blend into the background photography.

Visual Effects Supervisor / Producer: *Feature Films*

1995 to 2013

Over 18 years serving as both supervisor or producer on 13 feature film projects. The projects ranged from smaller films to larger scale projects with varying degrees of complexity.

- Solution driven and results tested often under tight deadlines and budgets.
- Responsible for bringing projects in under budget. "Inhale" was \$111,000 under its 130,000 overall budget of 30 shots and completed in 3 weeks with two artists.
- Assessing projects and managing staff properly for maximum results both in creative execution quality and financial responsibility.
- Extensive Rolodex of VFX artists and facility relationships worldwide.

Education

Bachelor of Arts Degree

December 1984

California State University Northridge

Radio, Television & Broadcasting: Emphasis in Film Production

Contact Details

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Representation:

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Skills Summary

- Visual Effects Design
- Project Management
- Script Breakdown & Budget
- Plate Supervision & On Set Decision Making
- MoCo, Miniatures, VR Sets
- HDR Photography Canon 7&5D
- Red Epic, Alexa, F-35
- VFX Prod & Post Crew Hires
- 2D Dept Knowledge - Flame, Nuke, AE
- 3D Dept Knowledge - Maya, Max, FumeFX, Reelflow, Massive
- Blue & Green Screen Lighting & Proper Exposure
- Work Flow Design & Implementation
- Shotgun, Filemaker Pro, PS CS5, Adobe Premiere CS5, MS Office
- Cost Tracking & Analysis
- Vendor Vetting & Project Award
- Post Editorial & Finishing