

Katharine Evans

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www.cleverevans.com

Hello!

I'm a digital cinematographer specializing in camera layout and previsualization. A portfolio of my work, including a demo reel, can be found on my website, <https://cleverevans.com>.

software

Maya
Blender
Unreal Engine
Nuke
After Effects
Photoshop
Illustrator

skills

Camera layout
Animation
Editing
Scene Assembly
Modeling & Texturing
Compositing

links

[LinkedIn](#)

[IMDB](#)

[Vimeo](#)

Professional Experience

Cinematic Layout Lead, Gearbox Software 07/2023 - present

- Led a team of artists in executing camera layout for game cinematics, providing feedback, creative vision, and professional guidance.
- Collaborated with game developers in multiple disciplines to create professional-grade cinematics for AAA games.

Cinematic Designer, Deck Nine Games 11/2021 - 10/2022

- Laid out cinematic cut scenes, including camera animation, lens selection, scene blocking, editorial choices, and mocap implementation.

Unreal Fellowship Spring 2021, Epic Games, 5/2021 - 6/2021

Created a short film in Unreal Engine in 5 weeks. Aspects of Unreal that I utilized include working with Sequencer, editing & retargeting mocap data, and learning the basics of in-engine lighting & materials tools.

Layout & Previsualization Consultant 4/2018 - 11/2020

- Created previs animation and provided feedback on animated sequences for Kuku Studios, on their Netflix animated series *Go! Go! Cory Carson*.

Layout Artist, Tippett Studio, 9/2014 - 11/2016

- Created live action/animated camera hybrid shots in order to seamlessly transition from live action to computer generated footage.
- Matched virtual cameras to real-world cameras to facilitate the integration of computer generated elements into live action scenes.

Layout Artist, Industrial Light & Magic, 1/2007 - 6/2014

- Composed shots, blocked scenes, and animated cameras for a variety of feature films.
- Performed set dressing and scene assembly duties for a variety of live action and animated feature films and ride films.
- Utilized motion capture techniques in order to generate realistic-feeling CG cameras with a sense of weight and a handheld feel.

Education & Professional Affiliations

MFA, Computer Art, Savannah College of Art and Design, Savannah, GA.

BS, Fine Art, Nazareth College of Rochester, Rochester, NY.

Katharine Evans is a member of the **Visual Effects Society**.