

Anthony DeMeo IV

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Reels: [Film](#) / [Games](#)

EXPERIENCE

NantStudios, Los Angeles — Lead Virtual Production Capture TD

1/31/2022 - PRESENT

Oversaw multiple Motion Capture system installations on several stages around the world for ICVFX Camera Tracking and Performance Capture volumes. Helped develop performance capture HMC hardware and solutions for cutting edge ICVFX workflows and tools. Worked actively on over 100 live ICVFX shoots and Performance Capture shoots so far across multiple softwares and disciplines. Active roles on RnD initiatives with hydraulic motion base technology.

Goodbye Kansas, Stockholm / Los Angeles — Lead Body Animator

5/10/2019 - 1/20/2022

Oversaw the installation and training of a Giant-Lightstorm Motion Capture volume with Qualisys Cameras (for the first time ever) and a Giant post animation pipeline, creating tutorial content and training curriculum for a team. Motion editor for multiple cinematics for games and trailers.

Projects of Note: *Horizon Forbidden West* (2022), *Suicide Squad: Kill the Justice League* (2024), *Silent Hill 2* (2024)

Profile Studios, Atlanta — Virtual Production Artist

1/14/2015 - 4/1/2019

Motion Edited and was the Giant RealTime operator for Performance Capture shoots on multiple feature films including *Avengers: Infinity War* and *Avengers: Endgame*. Helped test and develop early virtual production post production pipeline tools and camera tracking tools for Virtual Production LED Volume stages.

Projects of Note: *Halo 5* (2015), *Carne y Arena* (2015), *Thor: Ragnarok* (2017), *Avengers: Infinity War* (2018), *Avengers: Endgame* (2019)

EDUCATION

Savannah College of Art and Design, Savannah — B.A. Animation

3/21/2011 - 4/21/2013

Self starter in Motion Capture, eventually taking multiple classes in Vicon and MotionBuilder animation workflows. Worked on the most large scale performance capture senior film in SCAD history to date. Extra curricular activities included on stage Circus performance with the Circus Club.

SKILLS:

Knowledge of Motion Capture Pipelines from start to finish

Motion Editing & Animation experience on feature films and AAA game productions

Extensive on set experience with ICVFX and Performance Capture workflows

Frequently in the mocap suit myself to get a job done

KNOWLEDGE BASE:

Motion Capture / ICVFX:

Vicon, Motive, Giant, Qualisys, Mo-Sys, Disguise (d3), Unreal Engine

Post Production: Maya, MotionBuilder, Shogun Post, Shotgrid, Perforce, Giant-Lightstorm Capture Suite (RealTime, Identify, Nuance etc.)

Hardware: Survey and LiDar, Technoprops gear, Arri Cameras, Sony Cameras, Motion Capture tech (Optitrack, Vicon, Qualisys, StretchSense)

Fun Facts: Film Buff, Aspiring Performance Capture Actor