

Catarina M Rodrigues

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EXPERIENCE

Industrial, Light, and Magic – Los Angeles, CA

Motion Capture Technical Director

June 2022 – Present

- Performs daily mocap management and maintenance on ILM's newest virtual production stage, located on the Walt Disney Studios lot. This includes routing camera cables, aiming cameras, and regular testing to ensure full functionality of the system.
- Operates a Vicon system in a hyperactive, live action shooting environment.
- Works with our capture team in building full photogrammetry reconstructions of live practical sets by using Lidar scanners, Capture Reality, and performing color correction on all handheld captures.
- Documents ongoing R&D sessions and tests in order to maintain a stable capture pipeline.
- Constructs tracking objects, consisting of active markers, on an Arri Alexa Cinema Camera in order to properly merge inertial and optical mocap data in ILM's proprietary streaming software.

Faceware Technologies – Los Angeles, CA

Technical Account & Performance Capture Manager

Sep 2021 – June 2022

Performance Capture Technician

May 2019 – Sep 2021

- Recorded facial data and supervised Faceware's HMC hardware on set, in recording booths, and remotely. This includes syncing HMC systems with full-body mocap solutions such as Xsens, Vicon, and Optitrack.
- Operated the company's test drive program and demonstrates our hardware assembly for studios in gaming, animation, and VFX worldwide.
- Conducted remote training and integration webinars online with Xsens product specialists for over 100 industry professionals per webinar. This also includes educating the real-time community on streaming full-body performance in Unreal Engine using Epic's MetaHuman Creator.
- Wrote and illustrated Faceware's 65-page hardware manual for client support.
- Led and managed HMC equipment and supervision for Triple-A games during the Covid-19 pandemic.

Silverspoon Animation – Brooklyn, NY

Motion Capture Animator

Mar 2017 – Oct 2018

- Recorded motion capture data through a 48 Vicon camera system using Vicon Shogun. Cleaned data, retargeted FBX files onto digital avatars, and edited motion using hand animation on Autodesk Maya.
- Maintained quality mocap data by verifying precise marker placement on talent and supervising their performances to ensure data is preserved. This also includes properly aiming and calibrating cameras, monitoring live data during capture and ROM, and preparing props for capture.
- Created digital illustrations and Photoshopped imagery for client presentations and decks.

EDUCATION

Montclair State University – NJ, USA

Sep 2013 - May 2017

Bachelor of Fine Arts, Animation and Illustration

Recipient of the Award of Excellence in Animation and Illustration.

ADDITIONAL

Technical: Faceware Technology: Analyzer, Shepherd, Retargeter and Studio | Autodesk Maya | Unreal Engine | Vicon: Shogun, Blade, and Evoke | Xsens MVN | Adobe: Photoshop, After Effects, Premiere Pro, and Illustrator | Pixologic Zbrush | Capture Reality

Volunteering and Groups: Member of Women in Animation, Warrior Painters, soccer player for COED team - Zombie Unicorns United, and PADI Open Water diver.