

GRAHAM QUALLY

CAPTURE TEAM LEAD
MOTION CAPTURE SPECIALIST
SHOOT MASTER

Personal Statement



I am a Canadian born and raised Motion Capture Specialist. I am a problem solver with a positive attitude and strive to deliver the most effective solution at the highest of standards. I produce efficient results under tight deadlines and budget constraints while maintaining priorities and positive attitudes. I inspire to motivate, stimulate and lead others to inspire positive change in their work and themselves

Education

ART INSTITUTE OF VANCOUVER

2011-2012

Motion Capture Instructor

"In teaching others we teach ourselves." -Proverb

I actively pursued the role of Motion Capture Instructor at AI where I was able to pass on the knowledge I have gained in the industry. During this time I was fortunate to teach over 40 dedicated and passionate students

ART INSTITUTE VANCOUVER

2005 - 2007

Game Art & Design Diploma

Achieving a solid foundation in game design has given me the tools to better understand the pipeline that comes after motion capture. This has allowed me to have a strong foresight while planning a shoot to it's maximum potential.

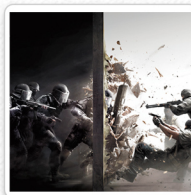
Recent Additions Portfolio



Assassins Creed:
Unity
PC / Xbox One / PS4



Far Cry:
Primal
PC / PS4 - Xbox One



Rainbow Six
Siege
PC / PS4 / Xbox One



AC Syndicate:
Jack The Ripper
PC / PS4 / Xbox One



Far Cry 4
PC / PS4 / Xbox One



Assassins Creed:
Syndicate
PS4 / Xbox One

AVAILABLE FOR
HIRE AND RELOCATION

Website

<http://grahamqually.weebly.com>

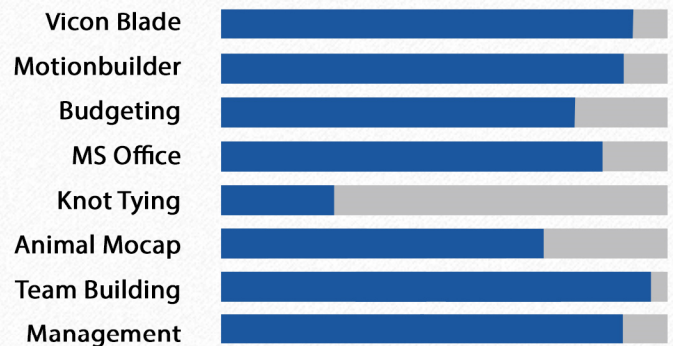
Mobile Number

1-647-712-6060

E-mail Address

gqually@gmail.com

My Skills Set



Industry Experience

UBISOFT ENTERTAINMENT

JUN 2012 - PRESENT

Capture Team Lead - Motion Capture - Specialist - Shoot Master

I Joined Ubisoft Toronto during the construction of their Performance capture stage as the third employee. Since that time we built one of Canada's most advanced stages and cultured a team of dedicated, ever improving Performance Capture artists.

RAINMAKER ENTERTAINMENT

NOV 2007 - JUN 2012

Motion Capture Editor / Shoot Floor Manager

I began at Rainmaker as a PA and progressively worked my way into mocap. I taught myself the necessary tools and committed myself to gain the knowledge I needed to join the team. My past experience in management allowed me to become a Motion Capture Editor and Shoot Floor Manager

Why We Should Work Together >

Employment History

Rainmaker was a fantastic environment to begin my motion capture career. The nurturing environment allowed me to learn and grow as well as apply my own ideas to help improve the department and the company as a whole. Ubisoft allowed me to expand into larger and more important roles. I worked with an incredible team to build and develop one of North America's most advanced and efficient performance capture stages. See below for more details:

Shoot Master, Capture Team Lead & Performance Capture Specialist

2012 - PRESENT

UBISOFT

- **Studio Construction** - Was the third employee of Ubisoft's premiere Performance Capture stage in Toronto. Was instrumental in planning the studio hardware and software needs for all departments including the capture of facial, body, fingers, props and audio. The designer of various areas of the performance capture studio including shoot floor, workshop, green room, change rooms and laundry rooms.
- **Collaboration** - Collaborate with clients both internally and externally to budget, plan and optimize Performance Capture Shoots.
- **Shoot Planning** - Create a shotlist and scope the shoot based on storyboards and/or scripts. Budget contractors, rentals and purchases based on the production needs.
- **Team Building** - Participated in hiring of all current members of the Mocap team. Lead the Capture team through over 500 shoots
- **Team Leadership** - Implemented an on-shoot job responsibility. Created an interactive achievement style level-up system for employee's to guide their professional improvements
- **Studio Synchronization** - Synchronized the Montreal Performance Capture Studio (ALICE) with the Toronto Studio's technology group. Built a relationship between the two studios focused on sharing, collaboration and efficiency. Began a system of centralizing data clean up between the two studios.
- **Data Management** - Implemented data archiving process. Lead the storage, backup and restoring of data from Low-Priority NAS in Montreal. Managed Performance Capture storage space on the Ubisoft Toronto NAS. Controlled access rights for world wide Ubisoft employees. Organized data transfers to clients outside of Ubisoft.
- **Multi Tasking** - Balanced being the only shoot master in Toronto for over four year. Planning and supervising up to six projects simultaneously.
- **Training** - Trained a team of twelve animators in the tracking and solving process. Many of these animators are able to be transferred into Mocap when game team production is slow or when mocap is flush with data.
- **Representation** - Represented Ubisoft at SIGGRAPH and other public events. Networked and lead talks regarding the Motion Capture industry as well as expansion and industry futures.
- **Capture Diversity** - Lead a team that revolutionized passive optical capture of dogs and became the go to studio in Ubisoft for animal capture. Even expanding past dogs into other the capture of more exotic animals. Was the driving force behind the capture of a diverse cast performers. Worked with Children as young as 2, people as old as 86. Various sizes from 40 pounds all the way to 350+ pounds.
- **Efficiency without Excess** - Developed a procedure to cover a 12 hour shoot day without overtime for the capture team while improving the efficiency of the team to maximize shoot floor time without sacrificing a high level of service to the clients.
- **Giving Back** - Organized charity events, participated in various charity events. Volunteered time and money with Habitat for Humanity. Volunteered for Ubisoft events along side other Ubisoft employees or solo. Raised thousands of dollars for a variety of charity and charitable organizations.
- **Forefront** - Entrusted in organizing the Performance Capture portion of tours and walk-throughs of several VIPs such as The Ontario Minister of Finance, Toronto Mayor John Tory, Ontario Premier Kathleen Wynne and other VIPs.
- **Data Cleanup** - Continued to participate in data clean up including tracking, solving and retargeting to stay up to date on changes in softwares and updates to our scripts and tools.

Motion Capture Editor & Shoot Floor Manager

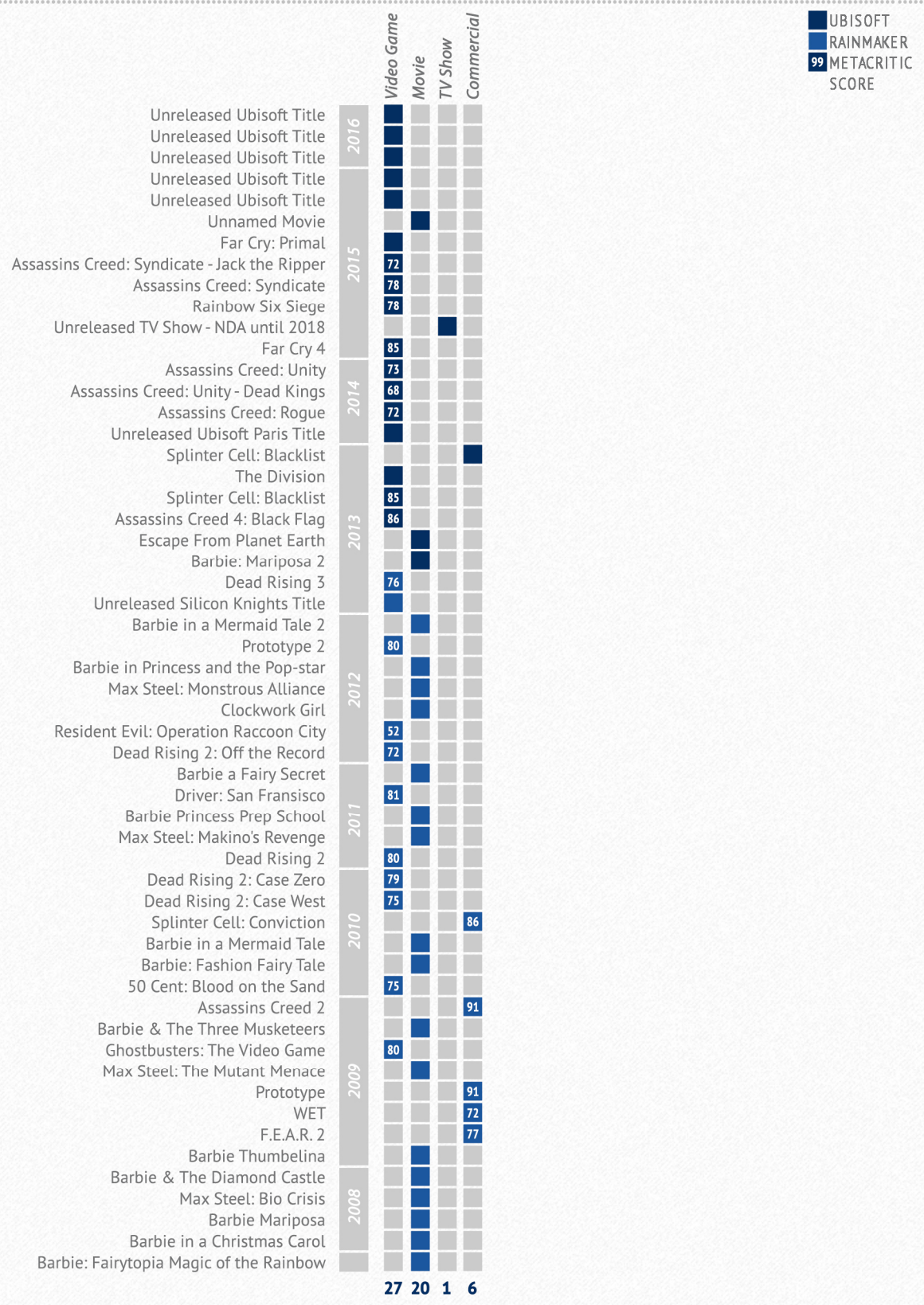
2007 - 2012

RAINMAKER

- Deliver High fidelity motion capture for Theater quality movies, DVD movies and AAA Video Games.
- Created an internal "Mocap Blog" website where news, updates, important files and tutorials could be accessed to everyone in Rainmaker Mocap. This enabled new recruits to get up to speed with Rainmaker Mocap's pipeline as well as step by step instructions for important but rarely used operations.
- Communicate with team members and strategies timely deliveries both within rainmaker and with external clients
- Work along side external clients and internal departments to craft blends, merges, retargeting, mirrors and other requests for several projects
- Designed, co-built and implemented a Talent Database website that held details, skills and contact information for all current and prospect actors. Created separate log-ins for External Clients and Administrators.
- Created several custom Virtual Skeletons for Vicon for people, props and animals. Created seamless naming and structure to create a smooth pipeline
- Created a "Prop Database" with photos, VSTs, ROMs and Constraints for easier and smoother use of motion captured props
- Started and updated a Rainmaker motion capture Youtube Channel. Posted videos of tutorials, behind the scenes and fun skits created by the mocap team.
- Retargeted animation for characters 1/3 of the actors size up to 10 times the actors size.
- Developed Tools and Tutorials to solve problems that arise in production as well as creating solutions to known issues before they arise in production to assure minimal wasted time and frustration for team members
- Communicated and coordinated with external clients on the shoot floor to help them better understand the motion capture pipeline to improve transparency between the companies

Creations

Here are the titles I'm proud to have produced



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