

Katie Scott

Lead Camera/Cinematic Artist

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Profile

I am a passionate artist who has found a perfect fit in game cinematics and technical artistry. I'm known for my problem solving, attention to detail and ability to work with and teach others.

Experience

Lead Camera Artist - *Need for Speed The Run*, Electronic Arts: Aug 2010 - Present

- Designed and implemented all procedural cameras including the main driving rigs. Created the most complex and responsive camera in gaming history (main driving camera) which has over 160 dynamic responses based on the cars movements and physics
- Lead a team of 4-6 cinematic artists, working closely with the game's Director and Director of Photography. Created in-game cinematics including animation and cameras using the **Frosted** engine
- Created pre-visualization for game features such as cinematic scenes, level intros/outros, front end and 'death treatments'. Created a pipeline to take non-interactive scenes from concept to final
- Worked with **VCAM technology** (the motion capture camera technology used in Avatar). Consulted on EA's VCAM implementation and iteration. The Run will be the first game to use this technology
- Collaborated with software engineers to create and evolve the procedural camera tool **Cinebot** which works within the Frosted engine. Responsible for the addition of the following features:
 - ▶ non-linear editor that controls the game clock simulation
 - ▶ time dilation feature that controls the game clock scale through floats
 - ▶ sophisticated camera rotation system, derived from the anchor's velocity-based direction
 - ▶ camera occlusion evasion feature
 - ▶ camera 'cloud' technology (a series of cameras created around an anchor that are called on the fly when meeting a set of artist-defined criteria)
 - ▶ major improvements to the camera's interpolation when blending
 - ▶ complex noise ramping feature
 - ▶ many more...

Cinematic Artist - *Driver: San Francisco*, Ubisoft Vancouver: Mar 2010 - Aug 2010

- Created content for in-game cutscenes including animation, cameras and FX. Fulfilled the director's vision and achieved the desired tone and style
- Used a proprietary camera/animation tool and consulted on its creation and iteration

Cinematic Artist - *Need for Speed*, Electronic Arts: Feb 2009- Mar 2010

- Wrote concepts, treatments and scripts for *Need for Speed* game videos including non-interactive sequences, full motion videos and marketing videos
- Set up 3d cameras to capture exciting game-play sequences for use in videos. Edited sequences in Premiere and Final Cut
- Shipped *Need for Speed SHIFT*, and *Need for Speed World: Online*

Photographer/Photoshop Expert - Overwaitea Food Group: Jun 2004 - Jun 2007

- Used Photoshop to edit photos to ensure colour/quality standards. Introduced the ability to complete high end, complex Photoshopping tasks
- Photographed product for use in advertising media
- Increased productivity by consulting and creating custom software projects, such as a new asset management system and new paperless work flow

Education

Digital Animation, British Columbia Institute of Technology, 2008

Photography, Langara Community College, 2005

Creative Writing (first year studies), Kwantlen Community College, 2002

References available upon request.