

# DORI ARAZI

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## CINEMATIC DIRECTOR

Seasoned, hands-on Director of Photography focused on virtual production systems. A passion for utilizing cutting edge technology to create evocative imagery and performances. Deep and intuitive grasp of a broad array of cinematic languages and acting styles. In depth experience in animation, VFX and game development.

### - Key Competencies -

- On set PrefCap / MoCap directing
- Scene direction and shot design
- Previs/storyboarding/animatic
- Camera direction /shooting /editing
- Look and lighting
- Multi-discipline collaborator and team player
- System minded, creative problem solver
- Cinematic team building
- MoCap process and tool development
- Technical Direction
  - Lighting
  - Visual FX

## RELEVANT SOFTWARE PROFICIENCY

Maya, Motion Builder, Premiere, Unreal3, FrostBite2, After FX, Photoshop, Mental Ray, Lightroom

## PROFESSIONAL EXPERIENCE

**Sony Santa Monica - Playa Vista :** (August.2014 - Present)  
**Director of Photography: "God of War"- "God of War" unpublished title**

- Built, mentored and directed the studio's cinematic art team
- Worked with the writers to provide feedback on script treatments
- Directed actors on-stage performance capture in collaboration with the Creative Director
- Designed staged and shot/animated previs for the entire game, all as a single shot - 40 hours experience
- Worked with downstream departments (Lighting, FX, Audio) to maintain a cohesive cinematic target
- Collaborated with game design and animation to elevate the cinematic quality during game-play
- Worked with tech design to develop tools and workflows for seamless cinematic transitioning
- Designed the cinematic pipeline, including designs for new virtual production hardware
- Built out the in-studio MoCap stage

**Big Red Button Entertainment- El Segundo :** (November.2013 - July.2014)  
**Cinematic Director: "Sonic BOOM"**

- Directed and edited previs, VFX and lighting
- Animated and directed the animation of all camera work
- Worked closely with the Audio Director to finalize scenes
- Built the cinematic team to match the unique needs of the project
- Designed a cinematic pipeline to fit the cartoony/hand keyed artistic style

**Electronic Arts - Los Angeles:** (July.2011 - September.2012)  
**Cinematic Director: "Command And Conquer - Generals 2"**

- Built, mentored and directed a cross-disciplinary cinematic team across 3 locations (domestic and overseas)
- Managed and directed storyboards animatics and editing
- Directed motion capture sessions
- Directed Audio, final look and lighting
- Directed, trained and mentored a large, multi-disciplinary team (Animation, VFX, Lighting, Audio)
- Successfully pitched game directives to company executives
- Creatively worked within budgetary restrictions
- Accurately executed on a pre-determined visual style in close communication with the Art Director
- Promoted and maintained a high morale, flexible and agile cinematic team

**THQ - San Diego:** (August.2009 – July.2011)  
*Cinematic Director: "WWE AllStars"*

- Designed and directed run-time/in-game AAA cut-scenes
- Directed motion capture sessions
- Developed a facial animation/motion capture tool-set
- Merged creative demands with budgetary restrictions

**Midway Home Entertainment - San Diego:** (October.2008 – August.2009)  
*Cinematic Director:*

- Executed and maintained a focused artistic style and mood throughout the project
- Directed and edited cinematics from storyboards to final integration

**High Moon Studios - San Diego:** (May.2006 – October.2008)  
*Cinematic CG Supervisor: "Bourne Conspiracy"*

- Lead the effort to construct a game-engine based cinematic team from the ground level

**Giant Killer Robots - San Francisco:** **Film work** (August.2003 – May.2006)

- **Spiderman 3 (2007):** Technical Director / Animator
- **World Trade Center (2006):** Animator
- **Poseidon (2006):** FX Artist / Technical Director / Animator
- **The Producers (2005):** Technical Director / Animator
- **Fantastic Four (2005):** FX Artist / Technical Director/ Animator
- **Mask 2 - Son of the Mask (2005):** Technical Director
- **Blade Trinity (2004):** Technical Director / Animator
- **Scooby-Doo 2 - Monsters Unleashed (2003):** Environment Artist
- **Wise Men (2006):** (James Blunt music video) Technical Director / FX artist
- **Existence (2006):** (AFI masters thesis project) Technical Director

## EDUCATION

- BA with Honors, **Computer Arts and Animation**, Academy Of Arts University, San Francisco, CA
- Instructor at the **Global Cinematography Institute - Video Game Cinematography**