

DORI ARAZI

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CINEMATIC DIRECTOR

Seasoned, hands-on Cinematic Artist and Director with a passion for strong performance, creative shot design and visual story development. Deep and intuitive grasp of multiple cinematic languages and acting forms. In depth experience in animation, Vfx and game development.

- Key Competencies -

- Multi-discipline collaborator and team player
- Scene direction and shot design
- Previs/storyboarding/animatic
- On set MoCap directing
- Camera directing /shooting /editing
- Look and lighting
- 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 : (Aug.2014 - Present)
Cinematography Lead/DoP: "God Of War"

- Work closely with the Narrative and Design Leads to maintain the scenes' vision and tonality
- Designed and implemented the visual camera language throughout the full game
- Directing all Previs and shot design on a single-take (no cut) cinematic direction
- Directing actors on-stage (mocap) in collaboration with the Creative Director and Story Lead
- Operating the on-set virtual camera rig
- Worked with Game Design/Tech to develop tools and workflows for seamless cinematic transitioning
- Designed the cinematic pipeline
- Built out the in-studio mocap stage

Big Red Button Entertainment- El Segundo : (Nov.2013 - Jul.2014)
Cinematic Director: "Sonic BOOM"

- Built the cinematic team to match the unique needs of the project
- Designed a cinematic pipeline to fit the cartoony/hand keyed artistic style
- Directed and edited previs, Vfx and lighting
- Worked closely with the Audio Director to finalize scenes
- Our team produces 45 minutes of content in 3.5 months - from final scrip to content lock

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

- Built a cinematic team across 3 locations (domestic and overseas)
- Directed, trained and mentored a large, multi-disciplinary team (Animation, Vfx, Lighting, Audio)
- Interfaced with company executives to pitch game directives
- Managed and directed storyboards animatics and editing
- Directed motion capture sessions
- Directed Audio, final look and lighting
- Creatively worked within budgetary restrictions
- Accurately executed on a pre-determined visual style in close communication with the Art Director
- 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 toll-set
- Merged creative demands with budgetary restrictions

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

- Executed and maintain 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**