



VISUAL EFFECTS SUPERVISOR
VIRTUAL PRODUCTION SUPERVISOR

Biography

Jacques Stroweis is an Oscar-nominated VFX Supervisor and Virtual Production innovator with over 25 years of experience delivering groundbreaking visuals for film, television, and commercials. Renowned for bridging artistic creativity with cutting-edge technical expertise, Stroweis has shaped the evolution of visual effects and virtual production, collaborating with visionary directors like James Cameron, John Woo, and Hong Kong action legend Sammo Hung on industry-defining projects.

Stroweis began his career as a research scientist at the NYIT Computer Graphics Lab, celebrated as the world's leading computer animation R&D group of its time. There, he contributed to foundational CGI modelling advancements that paved the way for industry-standard tools like Maya. At Digital Domain, he earned an Academy Award and BAFTA nomination for his work on James Cameron's *True Lies*, where the iconic Harrier jet sequence became a milestone in photorealistic visual effects.

As co-founder of Creative Visual Effects (CVE), Stroweis redefined what boutique VFX studios could achieve. CVE was the first independent VFX company to implement global outsourcing, delivering quality effects on leaner budgets. Under his leadership, the studio pioneered industry-first innovations, including CG human speech synthesis and volumetric fur rendering, establishing new benchmarks for digital realism.

Globally, Stroweis has lent his expertise to China's burgeoning VFX industry, supervising *The Monkey King 2*, the country's largest effects-driven film of its time and winner of the Hong Kong Film Award for Best Visual Effects. He also oversaw the on-set shoot of the visually complex TV series *Ice Fantasy*, managing an unprecedented 15,000 VFX shot setups, collaborating with Pixomondo on creature design.

In recent years, Stroweis has focused on Virtual Production, earning two Unreal Engine Fellowships and supervising high-profile commercials on LED volume stages equipped with Unreal Engine 5. His contributions include designing next-generation LED wall architectures and integrating advanced workflows like Nvidia DLSS optimization, AI-driven mocap and Metahumans, positioning him at the forefront of real-time filmmaking.

A dynamic speaker and thought leader, Stroweis is a dual U.S. and EU citizen and a member of AMPAS, DGA, VES, and AIS. He holds advanced degrees in Physics, Electrical Engineering, and Solid Modeling, blending a scientist's rigor with a filmmaker's imagination. His career reflects a passion for innovation and a commitment to pushing the boundaries of visual storytelling.

