



# JACQUES STOWEIS

## VFX/VP SUPERVISOR

### PROFILE

Oscar-nominated VFX Supervisor and Virtual Production expert with 25+ years of experience. From advancing real-time workflows and virtual production to leading complex VFX projects, I've led transformative projects across film, TV, and commercials. Recognized for blending technical innovation with creative vision to deliver industry-defining results.

### CORE EXPERTISE

#### VIRTUAL PRODUCTION:

- Virtual Cinematography
- ICVFX stage operations
- Unreal Engine5 operator: RCP, widgets, blueprints
- AI-driven optimizations
- Real-time workflows
- LED wall color calibration
- Content color grading
- DMX lighting
- Vcam, VR Quest3
- Mocap/Virtual humans

#### VFX SUPERVISION:

- Plate photography
- VFX breakdown
- Shooting methodology
- Previs/Techvis/Postvis
- FX simulations
- Finaling reviewing
- Outsourcing management

### SOFTWARE PROFICIENCY

- Unreal Engine 5
- Assimilate LiveFX
- Houdini / Niagara
- Maya
- Nuke
- Redshift
- DaVinci Resolve
- Python / C language

### EXPERIENCE

#### Virtual Production Supervisor | (Add)ventures | 2023 - NOV 2024

- Supervised LED volume commercials using Unreal Engine 5.4, Mo-Sys cam tracking, and DMX lighting
- Optimized UE5 with Nvidia DLSS for enhanced real-time rendering
- LiveFX blended 2D plates & UE assets on volume with tracked ICVFX
- Designed 55' VP wall with next-gen, high-contrast LED panels

#### On-set VFX Supervisor | Freelance | MAR 2020 - DEC 2023

- Film: *Lisa Frankenstein* (Focus Features)
- Commercials: Collaborated with The Mill LA on NIO ET5 and supervised VFX for Budweiser, Milkana, and LingoAce

#### VFX / Virtual Production Supervisor | Gwantsi | OCT 2021 - JAN 2022

- Videos: *Quinn*, a metahuman virtual idol
- Commercials: JD.com (VFX), ANTA Olympics (post-production)

#### VFX Supervisor / Head of FX | Eastern International Pictures | 2019

- Built FX dept. for animation film *Shimmy, The First Monkey King*
- Spearheaded Houdini/ XGen CG look development, fluids & VDB: fur, hair, clouds, lava, floods, tornadoes, and vegetation

#### On-set VFX Supervisor | Freelance | APR 2014 - MAR 2018

- *Tiger Robbers* | Laurel Films
  - Directed green screen 2<sup>nd</sup> unit for live-action zoo tiger
  - Led CG look development for hero tiger with lifelike emotions
- *Ice Fantasy* | Youhug
  - Supervised 15,000+ VFX setups for this 60-episode epic
  - Directed 2<sup>nd</sup> unit battle between the Fire King & CG Snow Lion
  - Designed CG Snow Lion with Pixomondo
- *The Secret & Pegasus on the Brink* – Pixomondo
- *S.M.A.R.T. Chase* | Bliss Media/Universal Pictures
- *The Monkey King 2 (S3d)* | Filmko
  - Supervised 1<sup>st</sup> & 2<sup>nd</sup> unit with action master Sammo Hung
  - Oversaw 1,500 VFX shots featuring large-scale chromakeying, actor-CG creature interactions, and set extensions

## AWARDS & RECOGNITIONS

- Two **Unreal Fellowships**: Epic Games inaugural VP and ICFX programs
- **Academy Award® Nomination**: Best Visual Effects, *True Lies*
- **BAFTA Nomination**: Best Visual Effects, *True Lies*
- **Hong Kong Film Awards** (2016): Best Visual Effects, *The Monkey King 2*
- **MVPA Awards** (2007): Best Computer Graphics *MUSE's Invincible* (MV)
- **Smithsonian Archive**: First Ray-traced commercial, *CTC Telecom*
- **Annecy International Animation Film Festival**: Official selection (1987), *Intangible Biomorphs*
- **SIGGRAPH 1986 Art Show**: *Intangible Biomorphs* Mutoscope installation

## EDUCATION

**M.S ELECTRICAL ENGINEERING,  
SOLID MODELING**  
UNIVERSITY OF ROCHESTER, NY

**ELECTRO MECHANICAL  
ENGINEERING DEGREE**  
ENSEM, NANCY, FRANCE

**M.S PHYSICS**  
UNIVERSITE DE NANCY, FRANCE

**M.S MECHANICAL ENGINEERING**  
UNIVERSITE DE NANCY, FRANCE

**Film Studies, New School**  
NEW YORK CITY

## MEMBERSHIPS

- Director's Guild of America (DGA)
- Academy of Motion Pictures Arts & Sciences (AMPAS)
- Visual Effects Society (VES)
- Advanced Imaging Society
- ASC MITC Virtual Production

## VFX Supervisor / 2<sup>nd</sup> Unit Director | Freelance | 2008 - MAR 2014

- *The Newsroom* (HBO), *Tekken* (Anchor Bay): On-set VFX Supervisor
- *The Dark Prince* (Lionsgate), *Robosapien* (Avi Arad Productions), *Beyond*: VFX Sup / 2<sup>nd</sup> Unit Director

## VFX Supervisor / Technology Consultant | Duran Duboi | 2006 - 2008

- *Underworld: Rise of The Lycans* (Lakeshore Ent.): CG pre-production
- *MUSE's Invisible*: VFX Supervisor, on-set Simulcam VP technology
- *The Covenant* (MGM): VFX Producer / Supervisor

## Co-Founder / VFX Supervisor/ 2<sup>nd</sup> Unit DGA Director/ CTO | Creative Visual Effects (CVE) | 1997 - 2006

- Recruited by Sony to helm CVE, a mid-size VFX studio specializing in high-end effects for low-to-mid budget films, managing 50 artists.
- Built infrastructure, pipelines, and CG workflows, introducing global outsourcing to enhance efficiency during an era dominated by proprietary in-house systems
- Developed groundbreaking techniques, including hi-fidelity CG human speech synthesis and volumetric fur rendering
- *The Karate Dog*, *Baby Geniuses*: VFX Supervisor / 2<sup>nd</sup> Unit Dir.
- *A Dog of Flanders*, *Noah's Ark*: VFX Supervisor

## Digital / VFX Supervisor | 20<sup>th</sup> Century Fox | 1995 - 1996

*Broken Arrow*: Co-supervised VFX merging intricate model work (chopper, train, B2 bomber, EMP destruction) with CG effects

## DFX Supervisor | Boss Film Studios | 1995

*Species*: Supervised VFX integrating H.R. Giger's iconic designs with early motion-capture puppetry & CG morphs from actress to alien SIL

## Founding Staff Member / DFX Supervisor | Digital Domain | 1993 -1995

- Recruited by James Cameron to join the startup team and supervise VFX for *True Lies*
- Earned OSCAR and BAFTA nominations for Best Visual Effects
- Supervised iconic sequences, including photoreal heat signatures for the Harrier jet and a missile strike on Florida's Seven Mile Bridge
- Spearheaded the debut of Nuke in feature film production

## DFX Supervisor | R/Greenberg Associates (R/GA LA) | 1987 - 1994

- Relocated to lead the launch of R/GA LA
- Pioneered advancements in CG techniques, including the first CG lip-synced talking dog (Milk-Bone) and visual innovations for *Predator 2* (infrared vision and titles), as well as *Demolition Man*
- Implemented the first digital split-screen actor replication in film and early digital chromakeying for *Last Action Hero*

## Research Scientist | NYIT Computer Graphics Lab | 1983 -1987

- Contributed to foundational CG modeling advancements at the world's leading animation R&D group, developing tools that paved the way for industry-standard tools like Maya.
- Co-authored "Spatial Set Operations on Manifolds" with Turing Award winner Pat Hanrahan, a seminal work in 3D modeling