

MARC LOUGEE VISUAL EFFECTS SUPERVISOR

MARCLOUGEE.COM | [LINKEDin](#) | [IMDB](#) | VANCOUVER, BC

A natural collaborator with 20+ years of experience as a liaison between visual effects and production. I manage client expectations, communicate VFX recommendations, and negotiate divergent strategies requiring decisive solutions and viable alternatives.

Organized, set-savvy, and client-focused, I foster strong relationships and open dialogue with diplomacy, a positive attitude, and expertise in all aspects of on set visual effects supervision.

I carry both US & Canadian passports as a dual citizen, based in Vancouver, BC.

PROFESSIONAL EXPERIENCE

ON SET VFX SUPERVISOR

Encore VFX / [DEAD BOY DETECTIVES](#), series / 2022-2023

- Supervised numerous sequences integrating cg creatures and props, practical floor effects, and set extensions
- Oversaw vfx plate photography, animation timing, set extensions, blue/ green screen photography
- Acquired camera data, photogrammetry, texture photography, digital double scan references, coordinated set, prop and location scanning with 3rd party vendors

VFX SUPERVISOR

Paramount+ / THE PAINTER, feature / 2022

Paramount+ / VINDICTA, feature / 2022

- Balanced vfx requirements with directors' expectations on ambitious production schedules
- Facilitated spontaneous creative adjustments with cost-effective solutions, limiting budget increases

ON SET VFX SUPERVISOR

ABC Signature / [THE WATCHFUL EYE](#), ep 108-110 / 2022

- Created shoot bible for the NYC plate unit, incorporating relevant camera data, measurements, and reference images, enabling efficient one-to-one element and plate integration
- Supervised & directed blue screen plate and element units in New York City

VFX SUPERVISOR

Twenty68 Films / JONAH, feature / 2022

- Supervised live-action plate photography, acquired relevant camera data, HDRI and reference photography
- Provided alternative solutions to last-minute creative decisions, mitigating cost and schedule issues

ON SET VFX SUPERVISOR

Netflix / [AVATAR: THE LAST AIRBENDER](#), live-action series / 2021-2022

- On set vfx supervision on large scale volume stage, including hybrid live action/ cg/ engine environments
- Created storyboards for use on-set, based on existing previz and script breakdowns
- Supervised the on set vfx team in gathering comprehensive camera data, lighting reference, set and prop photogrammetry, texture references, and lidar scans
- Coordinated daily with department leads, stage crews, volume team members, and numerous vendors
- Booked 3rd party vendors for set, location, prop and digital double scanning and photogrammetry

ON SET VFX SUPERVISOR, 2nd unit

Netflix / [WE HAVE A GHOST](#), feature / 2021

- Generated detailed vfx location breakdowns, floor plans and site maps, based on previz, storyboards and script breakdowns

ON SET VFX SUPERVISOR

Warner Brothers / THE FLASH, series / 2014- 2021

Warner Brothers / CHRONICLES OF CISCO, streaming series / 2016

- Supervised 69 episodes over 7 seasons, with directors, producers, production design, art department, special effects, makeup, costumes, props, and stunts departments. Prep through production completion
- Oversaw plate/element photography, set extensions, cg creature/live-action interaction, and motion control
- Defined processes/methodologies, vfx sequence planning, determined animation timing and requirements

ON SET VFX SUPERVISOR

Nickelodeon / A FAIRLY ODD SUMMER, feature / 2012

- Designed cg animation character interactions with live-action cast and practical floor effects
- Coordinated between production design, camera, stunts and special effects in Vancouver and Hawaii

VFX SUPERVISOR / ANIMATION DIRECTOR

BBC Worldwide / DINOSAPIEN, series / 2007

- Supervised and directed extensive animated cg creature/human interaction sequences
- Exceeded client expectations, maintained budget targets and production schedules
- Improved coordination between the camera crew, special effects, and stunt department

ANIMATION DIRECTOR / CREATIVE PRODUCER

CBC / WHAT IT'S LIKE BEING ALONE, stop-motion series / 2005-2006

- Developed characters and sequence pitches with show runner, series creator and writers
- Increased image quality dramatically with introduction of a bespoke DSLR camera system in conjunction with a streamlined set-to-post pipeline

VFX SUPERVISOR / ANIMATION DIRECTOR

BBC / ACE LIGHTNING, series / 2004

- Directed and supervised in-house cg 3D animators and vfx artists, prep thru post
- Spearheaded improvement of plate photography methodologies for cg creature/live-action hybrid sequences

ANIMATION DIRECTOR

FOX Television / ANONYMOUS REX, mow / 2003

- Provided script breakdowns, methodologies, animated sequence pitches and storyboards
- Directed stop motion animation sequences, designed and constructed sets, lighting and in camera effects

SPECIAL EFFECTS CREATURE SUPERVISOR

HBO / SQUAWK BOX, series pilot / 1998-1999

- Led the design, engineering, fabrication and operation of animatronic creatures
- Supported the shoot as the On set supervision, facilitate in camera effects

ANIMATION CONSULTANT

Mass Illusion VFX / ALIEN: RESURRECTION, proof of concept for feature / 1997

- Researched movement cycles in response to changing environments, atmospheric conditions, and human/ creature interaction

ANIMATION CONSULTANT

Mass Illusion VFX / ERASER, proof of concept for feature / 1996

- Explored stop motion coupled with motion control as alternatives to costly live action-plates requiring extensive stunt rigging and practical aircraft