

As a compositor focusing on Feature Film & Episodic Television for the past 17+ years, I have worked on teams of various sizes to bring a client's vision to the screen. Various roles over the years required my skills, instructing new artists, as well as

coordinating sequences to maintain consistency, but I tend to prefer focusing on shots and eschewing supervisory roles, as I enjoy the puzzle of complex problems & requests and bringing them to completion when possible.

While working at different studios I have have been lucky enough to work with a number of talented artists who I have been privileged to learn from, and feel grateful to be able to pass that information along when the opportunity arises.

I have enjoyed being relied upon to be the artist that could be tossed a complex or rush shot, sure that I would be able to turn it around in the time needed.

Working on future projects to find new puzzles to solve and new artists to collaborate with, is something that I truly look forward to.

● ENCORE VFX (9/2012 - 9/2023)

↳ **SR. COMPOSITOR** (Selected Projects out of 200+)

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|--|--|
| ↳ Vegas (s1: 20 episodes) | ↳ DC's Legends of Tomorrow (s2-3: 18 episodes) |
| ↳ Banshee (s1-2: 10 episodes) | ↳ Orange is the New Black (s2-4: 12 episodes) |
| ↳ The Newsroom (s2-3: 6 episodes) | ↳ Gilmore Girls: Year in the Life (s1: 4 episodes) |
| ↳ Under the Dome (s1-3: 20 episodes) | ↳ Crazy Ex-Girlfriend (s0-4: 35 episodes) |
| ↳ Lab Rats (s2-4: 22 episodes) | ↳ God Friended Me (s1-2: 23 episodes) |
| ↳ N.C.I.S. (s11-13: 15 episodes) | ↳ Cop Shop |
| ↳ Hawaii Five-O (s3-6: 54 episodes) | ↳ Doom Patrol (s1-4: 40 episodes) |
| ↳ Castle (s4-8: 49 episodes) | ↳ Supergirl (s1-6: 80 episodes) |
| ↳ N.C.I.S. New Orleans (s1-2: 19 episodes) | ↳ Riverdale (s1-6: 22 episodes) |
| ↳ Wonder Woman (for trailer) | ↳ SEAL Team (s1-5: 60 episodes) |
| ↳ The Flash (s1-6: 59 episodes) | ↳ The Afterparty (s1-2: 8 episodes) |
| ↳ Sense8 (s1-2: 9 episodes) | ↳ Villains of Valley View (s1-2: 28 episodes) |
| ↳ MacGyver (s1: 7 episodes) | ↳ Minx (s1-2: 13 episodes) |
| ↳ Titans (s1-2: 26 episodes) | ↳ The Flight Attendant (s1-2: 11 episodes) |
| ↳ The Thundermans (s1-4: 36 episodes) | ↳ Dead Boy Detectives (s1: 8 episodes) |

● LOOK EFFECTS (2/2010 - 9/2010) & (5/2011 - 5/2012) & (8/2012)

↳ **COMPOSITOR** and then **SR. COMPOSITOR** (Selected Projects out of 22)

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|--------------------------------------|-------------------------------|
| ↳ Lost (s6: 10 episodes) | ↳ Underworld Awakening |
| ↳ Bones (s5-7: 10 episodes) | ↳ The Finder (s1: 4 episodes) |
| ↳ Wall Street: Money Never Sleeps | ↳ New Girl (s1: 2 episodes) |
| ↳ A Little Bit of Heaven | ↳ Alex Cross |
| ↳ Black Swan | ↳ End of Watch |
| ↳ Captain America: The First Avenger | ↳ Life of Pi |
| ↳ The Muppets | ↳ White House Down |

● DIGITAL DOMAIN (6/2012 - 7/2012)

↳ **COMPOSITOR**

- ↳ Sky Vodka Commercial

● PIXOMONDO (2/2011 - 5/2011)

↳ **COMPOSITOR**

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|----------------------------------|------------------------------|
| ↳ Terra Nova (pilot) | ↳ Exit Strategy (pilot) |
| ↳ Hawaii Five-O (s1: 3 episodes) | ↳ Outsourced (s1: 1 episode) |

● SCOUNDREL (9/2010 - 2/2011)

↳ **COMPOSITOR** (Selected Projects)

- ↳ Larry Crowne

● GRADIENT FX (9/2009 - 10/2009)

↳ **COMPOSITOR**

- ↳ Cats & Dogs 2: The Revenge of Kitty Galore

● DIGITAL DREAM (2/2009 - 9/2009)

↳ **COMPOSITOR**

- ↳ The Pacific (s1: 4 episodes)

● RHYTHM & HUES (4/2007 - 9/2008)

↳ **COMPOSITOR**

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|----------------------|---|
| ↳ The Golden Compass | ↳ The Mummy: Tomb of the Dragon Emperor |
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Listing only Selected Projects for space, for full listing please check IMDB profile

EDUCATION

↳ Full Sail University (2004-2006)

↳ Bachelor of Science

↳ Class Salutatorian

SKILLS & SOFTWARE

↳ **Compositing**

↳ Nuke, Fusion, ICY, Shake

↳ Roto/Keying, Set Extension, Paint/Cleanup, 3d Integration, Cleanplating

↳ **Tracking**

↳ Nuke, Mocha

↳ Planer & Point tracking

INDUSTRY PARTICIPATION

↳ Visual Effects Society (2012-current)

↳ Movie Commentary Podcast (2009-2015)

↳ FriendsInYourHead.com

↳ Occasional Guest discussing films

AWARDS CONTRIBUTED TO

↳ The Golden Compass (2008)

↳ Oscar : Best Achievement in Visual Effects

↳ BAFTA : Best Special Visual Effects

↳ The Pacific (2010)

↳ Emmy : Outstanding Special Visual Effects

↳ VES : Outstanding Visual Effects

↳ Life of Pi (2013)

↳ Oscar : Best Achievement in Visual Effects

↳ BAFTA : Best Special Visual Effects

↳ VES : Outstanding Visual Effects

↳ Banshee (2013)

↳ Emmy : Outstanding Special Visual Effects

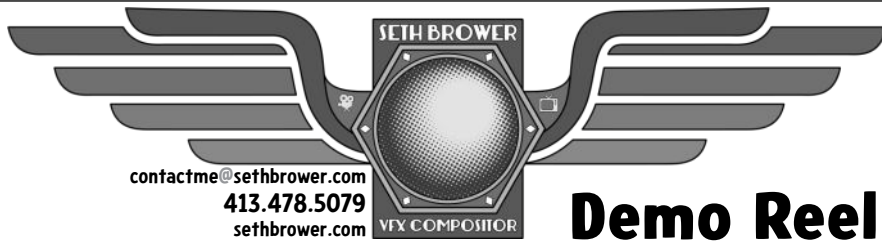
↳ VES : Outstanding Supporting Visual Effects

↳ The Flash (2015-2021)

↳ Leo : Best Visual Effects in a Dramatic Series

↳ Supergirl (2022)

↳ Leo : Best Visual Effects in a Dramatic Series



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Demo Reel Breakdown Sheet

Shot Info (Project & Studio) and information on Role & Responsibilities

● SET 01

↳ Shot 01-03 (The Muppets) (LookFX)

↳ **Compositor** (Responsible for recreation of Arches set to match to final season opening sequence & Sign, integration of all Muppet actors into shot.)

● BREAKDOWN ●

● SET 02

↳ Shot 04-09 (Dead Boy Detectives) (Encore)

↳ **Compositor** (Worked to determine look of Mushroom & Glow, as well as some paint and retime work, then integration into final shots.)

● SET 03

↳ Shot 10-13 (The Golden Compass) (Rhythm & Hues)

↳ **Compositor** (Responsible for integration of elements provided by other studios (Sky & BG, Flying Witches), integration of all Daemon (animal) death FX.)

● BREAKDOWN ●

● SET 04

↳ Shot 14 (Banshee) (Encore)

↳ **Compositor** (Assisting final composite with removal of on set tracking and guide objects, as well as initial passes as integration of 3d elements.)

● BREAKDOWN ●

● SET 05

↳ Shot 15 (Under the Dome) (Encore)

↳ **Compositor** (Assisting in integration of various 3d effects into shot; Dome line and damage and Truck impact.)

● SET 06

↳ Shot 16 (Vegas) (Encore)

↳ **Lead Compositor** (Responsible for refining and developing look of Freemont Street set throughout season. Integration of 3d set extension for daytime Freemont scenes.)

● BREAKDOWN ●

● SET 07

↳ Shot 17-18 (Doom Patrol) (Encore)

↳ **Senior Compositor** (Integration of two 2D extra heads onto body (for a total of three))

↳ Shot 19 (Under the Dome) (Encore)

↳ **Senior Compositor** (Responsible for full integration & rework of practical photography with full 3d BG set.)

● BREAKDOWN ●

● SET 08

↳ Shot 20 (Black Swan) (LookFX)

↳ **Compositor** (Integrate on set prosthetic to make it look and feel real, while enhancing with 2d effects.)

↳ Shot 21 (Black Swan) (LookFX)

↳ **Compositor** (Assist in final composite by removal of on set equipment and adjustments to set, addition of audience, and contributed to the integration of wing elements.)

● BREAKDOWN ●

● SET 09

↳ Shot 22-23 (Wonder Woman) (Encore)

↳ **Senior Compositor** (Responsible for quick turn-around for a trailer screening, removal of extra prop/safety elements from shield.)

↳ Shot 24-25 (Wonder Woman) (Encore)

↳ **Senior Compositor** (Responsible for quick turn-around for a trailer screening, extending practical set to replace greenscreen elements.)

