



SETH BROWER RESUME

As a compositor focusing on Feature Film & Episodic Television for the past 20 years, I have worked in teams of various sizes to bring the client's vision to screens of various sizes.

While at different studios I have been lucky enough to work with 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.

INGENUITY STUDIOS (9/2025 - 7/2026)

↳ SR. COMPOSITOR (Selected Projects out of 16)

- ↳ The Pitt (s2:12 eps)
- ↳ People of the West (3 eps)
- ↳ You, Me & Tuscany
- ↳ Ponies (s1:4 eps)
- ↳ Matlock (s2:3 eps)
- ↳ I Love Boosters

RADIANT SUN STUDIOS (8/2024 - 2/2025) & (5/2025 - 8/2025) 9m

↳ SR. COMPOSITOR

- ↳ Wizards: Beyond Waverly Place (s1-2:27 eps)
- ↳ The Stones of Dunamasc Castle

ENCORE VFX (9/2012 - 9/2023) 132m

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

- ↳ Vegas (s1:20 eps)
- ↳ Banshee (s1-2:10 eps)
- ↳ The Newsroom (s2-3:6 eps)
- ↳ Under the Dome (s1-3:20 eps)
- ↳ Lab Rats (s2-4:22 eps)
- ↳ N.C.I.S. (s11-13:15 eps)
- ↳ Hawaii Five-0 (s3-6:54 eps)
- ↳ Castle (s4-8:49 eps)
- ↳ N.C.I.S. New Orleans (s1-2:19 eps)
- ↳ The Flash (s1-6:59 eps)
- ↳ Titans (s1-2:26 eps)
- ↳ The Thundermans (s1-4:36 eps)
- ↳ DC's Legends of Tomorrow (s2-3:18 eps)
- ↳ Crazy Ex-Girlfriend (s0-4:35 eps)
- ↳ Cop Shop
- ↳ Doom Patrol (s1-4:40 eps)
- ↳ Supergirl (s1-6:80 eps)
- ↳ Riverdale (s1-6:22 eps)
- ↳ SEAL Team (s1-5:60 eps)
- ↳ The Afterparty (s1-2:8 eps)
- ↳ The Flight Attendant (s1-2:11 eps)
- ↳ Dead Boy Detectives (s1:8 eps)

LOOK EFFECTS (2/2010 - 9/2010) & (5/2011 - 5/2012) & (8/2012) 20m

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

- ↳ Lost (s6:10 eps)
- ↳ Black Swan
- ↳ Captain America: The First Avenger
- ↳ The Muppets
- ↳ Underworld Awakening
- ↳ Life of Pi

DIGITAL DOMAIN (6/2012 - 7/2012) 2m

↳ COMPOSITOR

- ↳ Skyy Vodka Commercial

PIXOMONDO (2/2011 - 5/2011) 3m

↳ COMPOSITOR

- ↳ Terra Nova (pilot)
- ↳ Hawaii Five-0 (s1:3 eps)
- ↳ Exit Strategy (pilot)
- ↳ Outsourced (s1:1 ep)

SCOUNDREL (9/2010 - 2/2011) 5m

↳ COMPOSITOR (Selected Projects)

- ↳ Larry Crowne

GRADIENT FX (9/2009 - 10/2009) 1m

↳ COMPOSITOR

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

DIGITAL DREAM (2/2009 - 9/2009) 7m

↳ COMPOSITOR

- ↳ The Pacific (s1:4 eps)

RHYTHM & HUES (4/2007 - 9/2008) 17m

↳ COMPOSITOR

- ↳ The Golden Compass
- ↳ The Mummy: Tomb of the Dragon Emperor

PROJECTS WORKED ON

Listing only Selected Projects for space, About 20% of Total Projects.

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, and 3D 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 (2015,2016,2017,2018,2019,2020,2021)

↳ Leo : Best Visual Effects in a Dramatic Series

↳ Supergirl (2022)

↳ Leo : Best Visual Effects in a Dramatic Series





contactme@sethbrower.com
413.478.5079
sethbrower.com

DEMO REEL BREAKDOWN SHEET

Over the years I have been able to contribute to many exciting and interesting projects. This has led to me having a reasonably large volume of shots that I worked on to pull from when compiling my Demo Reel.

However this led to me having to have quite an odd criteria for their selection, as some shots might be well worth discussing or showing but are too short or long to show off well, and some are more interesting visually, but didn't actually involve much creative work.

That said my current reel is, I think, a decent cross section of complex shots that took a lot to get done, some that I just love having had the opportunity to have worked on, and some that just get a reaction from those watching. All good things worth starting a discussion of what I have done over the years.

I have also been quite lucky to have been provided many Breakdowns over the years, allowing for a fuller showing of what was done on many of the shots, not just relying on my write-up and descriptions.

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.)

