

Chase Langley

My aim is to deceive. A magician's greatest trick is to keep their audience guessing. I use my visual eye to fool the audience into believing that what we put onto the screen is real. I strive to elevate my clients through collaboration, while adapting to maintain an easy-to-understand and manage workflow for my artists.

EXPERIENCE

EMC WEST, BURBANK, CA — Director • Producer • Lead VFX

June 2015 - PRESENT

www.emcwest.com

Staff Director/Producer working with high end clients such as Disney, Sony, and Paramount to conceptualize, pitch, and produce live-action and animated content ranging from music videos, short films, documentaries, and commercial work.

Skel Studio, LOS ANGELES, CA — Director/Writer

February 2018 - PRESENT

www.SkelStudio.com

Develop and create high-quality original and client-based content.

Aaron Sims Creative, BURBANK, CA — Lead VFX Artist/Composer

March 2015 - June 2015

www.aaronsimscreative.com

Responsible for designing and executing conceptual and production visual effects for high-end content. Guiding and leading a group of artists on short-term project turn around.

EDUCATION

Gnomon School of Visual Effects, Hollywood — 2-year Certification

June 2011 - June 2013

Completed an intense 2-year full-time education program with an emphasis in Lighting/Compositing and dynamic FX.

PROJECTS

Mutt and Chopps — Web Series & TV Pilot — Director

Mutt and Chopps is a vaudevillian/post-apocalyptic comedy series (in the vein of Laurel & Hardy or Charlie Chaplin) that follows two swindlers as they try to survive in Apocalyptia.

Wildside — Disney Music Video — Director

Conceptualized and executed for the Disney Channel, Wildside highlights a moody and fun kinetic-typography lyric video placing our heroines into a hyper-stylized cityscape.

The Big Friendly Giant and Me — Disney Short film — Director

Worked alongside Disney to bring a prequel animation to life for director Steven Spielberg

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Director & VFX Artist

Program Knowledge

AutoDesk Maya

Advanced

Adobe Creative Suite

Advanced

Nuke

Advanced

vRay

Advanced

Arnold Renderer

Advanced

Boujou [Cam Tracking]

Advanced

Unreal Engine

Intermediate

C++ Programming

Intermediate

AWARDS

NEWGROUNDS

REVIEW CREW PICK
DAILY FIRST WINNER
July 2018

GNOMON

Best of Term
GRAND PRIZE WINNER
Compositing
Winter 2012