



VFX Bio | Frank Rueter

compositing | vfx supervisor

Frank Rueter's VFX career started in 1997 in a small animation studio in Wiesbaden, Germany called "Upstart!", where he started as a line tester for traditional cell animation and moved on to learn the ropes as a 3D artist. In 1999 Frank added compositing to his skill set and a few years later he moved to Munich to join Arri Digital's film division as a 2D and 3D lead artist and onset supervisor.



In 2003 he moved to New Zealand to work at **Weta Digital** on the concluding episode of the "Lord of the Rings" Trilogy as a senior compositor and since then has made Wellington his home. As a compositing sequence lead on "King Kong", production needs required Frank to focus more on technical developments for the vfx pipeline to facilitate efficient workflows and customise solutions to enable the comp department to turn around a large quantity of digital environments.

In 2007, Frank moved to Los Angeles to work at **Digital Domain** for 1.5 years as a technical director, being responsible for setting up and enhancing show specific and facility wide compositing pipelines.

In 2008 he returned to Wellington where, amongst other projects, Frank worked as a consultant at Weta Digital on "Avatar", conducting training for the matte paint department in the software "Nuke" and giving the IT department an introduction to the software's technical potential for its subsequent integration into Weta's existing pipeline.

Frank has also frequently completed consulting work for *Nuke's* developers "**The Foundry**", with offices in London and Los Angeles, and continues to do so from time to time.

One of Frank's ongoing endeavours is to support New Zealand's local film industry and as such, Frank has completed contracts in various capacities, as vfx supervisor, consultant, compositing and pipeline developer at **Sauce fx Studios, Images And Sound, Digi Post, Pacific Renaissance and CauseFX**.

In 2010 a short contract in Adelaide enabled him to deliver further international compositing work on "The Sorcerer's Apprentice" and conduct training at **Rising Sun Pictures**.

Frank's reel also includes films such as *Return of the King, I, Robot, King Kong, Flags of Our Fathers, Speed Racer, GI Joe, The Sorcerer's Apprentice, Planet of the Apes, Avengers* and *Iron Man 3* amongst others.

Frank is now establishing OHUfx Ltd, a Wellington based collaborative platform intending to provide high level vfx overflow work for overseas companies, as well as offering the local industry a professional compositing and digital environment platform.

Local projects Frank has been involved in as a digital artist and supervisor include: *The Devils Rock, Existence, Rage, Contract Killers* and *Shopping*. He is currently involved in pre and post-production on several other independent short and feature films.

In 2012 Frank was nominated for a "Moa Award" (New Zealand Film Award) for "Best Visual Effects" alongside his friend and colleague Jake Lee for their work on *The Devils Rock*. In 2013 he won a "Moa Award" for "**Best Technical Contribution to a Short Film**" alongside David Duke & Bodo Keller for their visual effects work on *Blankets*.



An ongoing project that Frank dedicates time to in between other assignments is the development of the peer support platform for Nuke, www.nukepedia.com. Launched at Siggraph in 2012, Nukepedia continues to grow daily, with a membership base of about 20,000 members world wide. Currently Frank is developing the equivalent of the “AppStore” for Nukepedia in an attempt to further streamline the websites services to the Nuke community.

Frank has also started **customisation** of The Foundry's **Hiero** and **Tweak’s RV** , which enables him to look at even more comprehensive workflow designs and offer a wider range of technical support.

In 2015 Frank was the VFX Supervisor on TNT/Dreamworks TV Pilot production called **Lumen** directed by Joe Johnston. As Dreamworks VFX Supervisor, Frank was involved from the first stages of pre-production to the final delivery where he supervised & assisted coordinating the production of 174 vfx shots deploying amongst eight vfx boutiques internationally.

Recent years has seen OHUfx provide feature film compositing work on Russell Crowe's film **The Water Diviner** and most recently, Mel Gibson's production of **Hacksaw Ridge**.

Updated: September 2016

Appendix A:

Film Summary:

imdb filmography

2016	Hacksaw Ridge	Compositor, Slate,	FX/OHUfx
2015	Rona and the Moon (dome cinema format)	Technical Director/Compositor,	OHUfx
2015	Lumen (TV Pilot)	VFX Supervisor,	TNT/Dreamworks/OHUfx
2015	The Water Diviner	Compositor,	PureFX/OHUfx
2014	The Story of Tawhiri Matea (dome cinema format)	Technical Director/Compositor,	OHUfx
2014	Feeder (NZ Short)	Visual Effects Sup/Compositor,	OHUfx
2014	The Ballad of Maddog Quinn (NZ Short)**	Visual Effects Sup/Compositor,	OHUfx
2014	Cradle (NZ Short)	Visual Effects Sup/Compositor,	OHUfx
2014	UFO (NZ Short)	Visual Effects Sup/Compositor,	OHUfx
2014	Dancers (NZ Short)	Visual Effects Sup/Compositor,	OHUfx
2013	Contract Killers	Compositor,	OHUfx
2013	Blankets (NZ Short)	Visual Effects Sup/Compositor,	OHUfx
2013	Iron Man 3	Compositor,	Weta Digital
2013	Shopping (NZ Feature)	Visual Effects Sup/Compositor,	OHUfx
2012	Existence (NZ Feature)	Visual Effects Sup/Compositor,	OHUfx



2011	<i>Rage</i> (TV MiniSeries)	Digital Composer,	OHUfx
2011	<i>Rise of the Planet of the Apes</i>	Lead/Senior Composer,	Weta Digital
2011	<i>The Devil's Rock</i> (NZ Feature)	Lead Composer,	OHUfx
2011	<i>Ice</i> (TV MiniSeries)	Visual Effects Sup/Composer,	Sauce
2010	<i>The Sorcerer's Apprentice</i>	Senior Composer,	Rising Sun
2008	<i>GI Joe: The Rise of Cobra</i>	2D Technical Director,	Digital Domain
2008	<i>SpeedRacer</i>	2D Technical Director,	Digital Domain
2006	<i>The Waterhorse</i>	Composer,	Weta Digital
2006	<i>Flags of Our Fathers</i>	2D Technical Director,	Digital Domain
2005	<i>King Kong</i>	Compositing Sequence Lead,	Weta Digital
2004	<i>I Robot</i>	Lead Compositing Artist,	Weta Digital
2004	<i>Van Helsing</i>	Senior Compositing Artist,	Weta Digital
2004	<i>Der Wixxer</i>	Visual Effects Supervisor,	Arri Digital
2003	<i>Sams in Gefahr</i>	Visual Effects Supervisor,	Arri Digital
2003	<i>LOTR: Return of the King</i>	2D Sequence Lead,	Weta Digital
2003	<i>Rosenstrasse</i>	Digital Artist: 2D & 3D,	Upstart!
2003	<i>Anatomy 2</i>	Digital Artist: 2D & 3D,	Upstart!
2002	<i>Harte Brötchen</i>	Digital Composer,	Upstart!
2001	<i>Vortex</i>	Digital Artist,	Upstart!
2001	<i>Frau2 sucht HappyEnd</i>	Digital Artist,	Upstart!
2000	<i>Aktion 2/9</i>	Visual Effects Supervisor,	Upstart!

* yet to release, ** in production/post production, *** UnCdt



Appendix B:

Testimonials (*Customising*):

"Frank has been an incredibly valuable resource over the years I have known him. He's got an amazing sense for production workflow, and on each project was able to deliver a suite of useful Nuke tools that integrated seamlessly into the existing pipeline."

Combined with his general support for Nuke and his assistance in problem solving some of the more complicated shots, Frank has enabled these projects to be much more efficient, literally saving us substantial dollars!!"

Kelly Port, Visual Effects Supervisor, *Digital Domain*

"I've known Frank for over 15 years now, since the days when he was an enthusiastic early adopter of Shake. When I joined The Foundry to work on Nuke, knowing he had switched over from Shake a few years earlier without any regrets was a tremendous reassurance to me because I know Frank's technical skill is outstanding and he has a great enthusiasm for learning and taking advantage of the latest and best technologies."

He's one to always be a step ahead of the crowd. And as many artists in the compositing community can attest, he is exceptionally generous in sharing his knowledge and always eager to find the best solution to every visual effects problem."

It's been a great benefit to us at The Foundry to have his experience, knowledge and creative contribution to our projects and to our user community."

Matt Plec, Chief Product Officer, *The Foundry*
(formerly Nuke Product Designer and Nuke Product Manager)

"Frank was one of the earliest and most eager adopters of Nuke here at Weta for both compositing and environment work."

His interest and enthusiasm led to the creation of many innovative and time-saving pipeline tools here, but also inspired and encouraged others to pick up the package. He's been a great documenter and instructor, but also an artist with a solid eye who really understands how to make tools that work for other artists."

A lot of people here have a lot to thank Frank for, myself included."

Erik Winquist, Compositing Supervisor, *Weta Digital*

"While working on a major production, Zero VFX needed several crucial plugins and tools developed to extend and streamline our shot review and delivery process."

Frank Rueter delivered us the tools we needed that fit seamlessly with our existing pipeline. Not to mention, he did so from the other side of the world without ever setting foot in our facility!"

His professionalism, expediency, discretion and expertise is unmatched and we are excited to work with Frank again as soon as possible!"

Jeremy Brown, Nuke Technical Director, *Zero VFX*



Appendix C:

Passport:

German Passport Holder
New Zealand Passport Holder

Softwares:

Nuke, Hiero, PT Gui, UV Layout, RV, Shake, Python based coding

Certificates:

fxphd | The Foundry | Nuke Certified Trainer (v:8.0)

Awards:

New Zealand Film and TV Awards (II)

2012	Nominated - Film Award	Best Visual Effects The Devil's Rock (2011) Shared with Jake Lee
2013	Winner - Film Award	Best Technical Contribution to a Short Shared with David Duke & Bodo Keller

Secondary Education:

1988-1996 Diploma of Secondary Education
Pestalozzi Gymnasium, Idstein, Germany

Work Experience:

1996-1995 Digital Design Borgers (Intern)
Print Graphics Studio, Huenstetten, Germany

1997-2002 Upstart!
Wiesbaden, Germany

2002-2003 Arri
Munich, Germany

2003-2006 Weta Digital
Wellington, New Zealand

2007-2009 Digital Domain
Los Angeles, CA, USA