

RICHARD LAMBERT

digital compositor / vfx artist / online artist / vfx supervisor

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British and Australian citizen

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[demo reel](#)

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[IMDb](#)

Professional Summary

Seasoned and creative hands-on vfx artist, digital compositor and vfx supervisor with expertise in Autodesk Flame software, primarily in the post production of tv commercials.

Skills

- Highly skilled vfx artist/supervisor - 25+ years industry experience
- Very high skill level in compositing photo real VFX, CGI and motion graphics
- Extensive experience in tv commercial conform and finishing
- Very high level of ability in on-set supervision
- Ability to communicate and engage effectively with clients
- Excellent team leadership skills
- Strong problem solving abilities
- Autodesk Flame power user

Work History

Film optical and animation cameraman

04/1985 to 03/1987

Cell Animation – London, UK

Trained as and became an experienced animation and aerial image optical cameraman. The company had most of the TV networks as clients and we produced many TV show title sequences, bumpers and breakers and tv commercials. Shooting animation for tv content and medical films on computerised rostrum, motion control and aerial image camera rigs.

Quantel Harry VFX artist

03/1987 to 06/1989

Telecine/Cell Group – London, UK

The company bought the third Quantel Harry system to go into London and I was given the opportunity to train up on the software, building on my previous film optical and animation rostrum camera experience. I worked on a host of tv commercials and television title sequences for the BBC, ITV, Channel 4 and all major networks and design production companies.

Harry/Henry/FlameVFX artist
Iloura – Melbourne, Australia

06/1989 to 09/1997

I was headhunted and sponsored to re-locate to Melbourne, Australia, to head up the newly created visual effects department at Iloura, at the time a small privately owned post production house.

Worked mainly on tv commercials using and honing a broad range of skills, including on set vfx supervisor, problem solving complex vfx challenges, vfx compositing live action and cgi, rotoscoping, graphic design and animation. Developed skills as a client facing visual effects artist balancing the needs of all stakeholders within the budget and time frame. I was responsible for quoting and scheduling projects and hiring, managing and training staff.

In 1994 the company purchased one of the first Flame systems. I learned this new software from the ground up and continued in my role as head of vfx, helping to build the company's reputation as the go-to post production company in Melbourne.

VFX supervisor/lead Flame VFX artist
Garner MacLennan Design (GMD) – Sydney, Australia

09/1997 to 11/1999

Relocated to Sydney to take a role as lead vfx artist in Australia's advertising and film industry capital. Key artist and supervisor on numerous big budget tv commercials, as well as the first series of award winning sci-fi tv show "Farscape"

Freelance vfx supervisor/vfx flame artist/compositor
Self employed – Various companies

11/1999 to 06/2001

I wanted to gain more experience and have more variety in my working life, so went freelance. During this time I was a sought after vfx artist and supervisor at all of the major post companies in Sydney - e.g Animal Logic, Digital Pictures, Videolab, GMD, Ambience.

Founder/creative director/vfx supervisor
Fin Design + Effects – Sydney, Australia

06/2001 to 09/2010

Two partners and I started our own company, a boutique design and visual effects house. Within a few years, Fin Design had 30 employees and became the most award post company in the Asia Pacific region. I divided my time between the hands on role of vfx artist and vfx supervisor/team leader on every major project that the company took on.

Also gained valuable experience in management and running of a financially successful company.

In 2010 I sold my stake in the company to my partners to allow me to spend more time with family. Spent the next nine months travelling within Australia.

Freelance vfx supervisor/vfx flame artist/compositor

06/2011 to 12/2012

Self employed – Various companies

Wanting to re-focus on the art and craft of making visual effects after running my own company for almost ten years, I returned to freelance life again, working for most of the post houses in Australia and New Zealand at one time or another, including Animal Logic, Fuel, Method Studios, Digital Post, Blockhead and Heckler.

VFX supervisor/vfx flame artist/compositor

12/2012 to 06/2016

Method Studios – Sydney, Australia

Shortly after they set up shop in Sydney I accepted a position as lead Flame artist and vfx supervisor with Method Studios, having been an admirer of the brand for some time. During my time there I was also required to work at their other locations in Melbourne and Los Angeles.

Working on medium to high budget tv commercials and design projects both on system and as project supervisor.

The company ceased operations in Sydney in 2016.

Freelance vfx supervisor/vfx flame artist/compositor

05/2016 to present

Self employed – Various companies

Since Method Studios closed in Sydney I have returned to being freelance.

Currently working for various Australian and New Zealand post houses including Alt Vfx, Finch, The Editors, Blockhead. I have also set up a Flame system at my home studio and do a proportion of my work remotely.

I worked recently on a 15 minute short film entitled RED. Directed by celebrated Australian artist Del Kathryn Barton and starring Cate Blanchett, I was vfx supervisor and also composited the entire slate of more than 180 shots.

Selection of Awards

2003 AWARD awards silver best special effects "TAC Slomo"

2003 AWARD awards silver best special effects "Visa Dining Out"

2004 Clio awards gold best visual effects "Toyota Snakebite"

2004 New York Festivals world bronze medal best visual effects "Nintendo Rush"

2005 New York Festivals world silver medal best visual effects "Toyota Snakebite"

2006 AWARD awards bronze best special effects "TAC Reconstruction"

2006 New York Festivals world bronze medal best visual effects "Hyundai Birth"

2007 Clio awards bronze best visual effects "TAC Reconstruction"

2008 New York Festivals world bronze medal special effects "Herringbone Henri's Hands"

2008 AWARD awards bronze digital visual effects "Herringbone Henri's Hands"

References available on request