



# Porter Justus

Independent Filmmaker | Virtual Production | VFX

208.351.2851 | porterjustus.com | porter.justus@gmail.com

## Skills

Screenwriting  
Producing  
Cinematography  
Virtual Production  
Post-Production  
Editing  
VFX Generalist  
Coloring  
Real-time Workflows  
• Motion Capture  
• Lighting/Materials  
• Cinematics  
• Live Link  
• Rendering  
• Basic Blueprinting  
• Basic Niagra FX

## Software

Movie Magic  
Final Draft  
Unreal Engine  
Nuke  
Blender  
Maya  
Davinci Resolve  
Blackmagic Fusion  
AVID  
Adobe Suite  
Google Drive

## Work History

**Contracted Unreal Environment Artist and Animator** Mar '24 - Present

*Kolrom Multimedia*

- Assemble virtual environments in Unreal to be used in a greenscreen simul-cam production.
- Collaborate with producer to maintain brand identity in the environment and artistic vision

**Contracted Virtual Production Specialist**

Jan '24 - March '24

*9/8 Central*

- Constructing virtual environments for ICVFX on an LED Volume
- Overseeing the implementation of virtual production as it pertains to ICVFX including camera tracking and virtual art department

**Director and Motion Capture Lead**

Jan '24 - June '24

*Meta Is Beta, LLC (The Pale - Proof of Concept)*

- Heading a small team to deliver a period drama completely produced in Unreal Engine
- Collaborating with actors to develop characters and performances through MoCap
- Formulating the performance capture and clean-up workflows for Metahumans

## Experience

**Virtual Production Instructor**

July '24

*The Cargo Agency*

- Presented a 4-hour workshop instructing individuals the operation and process of a production using ICVFX in an LED Volume

**Director**

Mar '22 - Nov '23

*Carved in Stone (Action/Adventure Pilot)*

- Led a creative team of 200 students
- 18-day production that included XR Production, motion capture, and on-location photography

**Unreal Engine Previs Artist**

Sep '23 - Nov '23

*Symphony of Crows (Unto Dust-in development)*

- Responsible for all aspects of the process: layout, shot creation, animation/motion capture, lighting, materials, and FX

**Virtual Production Supervisor**

Jan '23 - Mar '23

*SHOKZ Headphones Spec Ad*

- Oversaw the cinematic pipeline for a spec-ad created in Unreal Engine: previsualization, live plate photography, and sequencer animations

## Education

2020 - 2023

*Savannah College of Art and Design*  
MFA - Film and TV | MA - Visual Effects

2013 - 2017

*Brigham Young University - Idaho*  
BA - Theatre Studies and Video Production