

Paul J. Kanyuk

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Experience

- **Crowds Supervisor**, for PIXAR Animation Studios
 - *Onward* (2018 to current) Crowds Supervisor, expanding the reach of virtual production for crowds
 - *Incredibles 2* (2017 to 2018) Crowds Supervisor, integrating motion capture to production process.
 - *Finding Dory* (2014 to 2016) Crowds Supervisor, leading a team and integrating houdini for crowds.
 - *Brave* (2009-2012) Crowds Lead, developed a new crowd pipeline and lead a team of TDs
- **CG Instructor**, for The Academy of Art University and Freelance
 - *RenderMan* (2006 to 2015) Teaching shading, lighting, rendering pipeline & optimization
 - *Massive Crowd VFX* (2008 to 2014) Teaching procedural animation and crowds pipeline
 - *Guest Lectures* (2008 to current) at the Filmakademie Baden-Wuerttemberg, University of California at Berkeley, University of Michigan, Bangkok University, NTDF, and Hyper Island
- **Software Engineer**, for PIXAR Animation Studios
 - *Walt Disney Animation Studios Collaboration* (2018) Resource for USD and Presto Integration.
 - *Disney Research Collaboration* (2016) Explored applications in Machine Learning to animation.
 - *Monsters University / The Good Dinosaur* (2012-2013) Rendering research on Level of Detail
- **Technical Director**, for PIXAR Animation Studios
 - *Cars 2 / Toons* (2009-2010) Developed the "shrinkwrapping" pipeline for fast car rendering
 - *Up* (2008-2009) Crowd Simulation, brain design in Massive for canine agents, shotwork
 - *Wall-E* (2007-2008) Crowd Simulation, developed fast physics tools for crowds, shotwork
 - *Ratatouille* (2006-2007) Crowd Simulation, used Massive to animate swarming rats
 - *Cars* (2005-2006) Render Optimization, created & deployed an ID buffer based pruning tool
- **Technical Director Intern**, for PIXAR Animation Studios
 - *Cars* (2004-2005) Set Shading and Pipeline, shaded props & created shader templates & UI
- **Graphics Programmer**, for the Brainard Psychophysics Laboratory
 - (2002-2004) Programming color experiments in C, RenderMan, Radiance, and Matlab.
- **Teaching Assistant**, for the Computer Science Department of the University of Pennsylvania
 - GPGPU Programming (2005 Fall), taught real time shading assisted in GPGPU instruction
 - Virtual World Design (2004 Spring), taught game programming in shockwave 3D.

Technical Skills

- *Software:* Maya, Houdini, RenderMan, Slim, Massive, Katana, Touch Designer, Nuke, Logic, Unity
- *Programming:* C/C++/C#, Python, Lua, Perl, TCL, MEL, RSL, VEX, GLSL, Cg, OpenGL, Matlab

Publications and Patents

- Kanyuk P, Park J W, Raja S inventors. Pixar Animation Studios, assignee. Animation engine for blending computer animation data. United States Patent US 9,214,036. 2015 December 15
- Kanyuk, P., "Brain Springs: Fast Physics for Large Crowds in WALL•E," Computer Graphics and Applications, IEEE , vol.29, no.4, pp.19,25, July-Aug. 2009
- Kanyuk P, Lawrence C, inventors. Pixar Animation Studios, assignee. Methods for providing realistic animation of autonomous objects through improved animation control signal processing. United States Patent US 8,531,466. 2013 September 10
- Xiao, B., Kanyuk, P. J., & Brainard, D. H. (2005). Color appearance and the material properties of three-dimensional objects. Vision Sciences Society Annual Meeting, Sarasota, FL, 782a, <http://journalofvision.org/5/8/782/>, doi:10.1167/5.8.782.

Education

B.S.E in Digital Media Design with minors in Fine Arts and Psychology from the University of Pennsylvania School of Engineering and Applied Science (2001 to 2005). Cumulative GPA: 3.92 / 4.0.

Industry Talks and Courses

- Paul Kanyuk and Stephen Gustafson. 2015. AI in feature film animation: how crowds artists use AI techniques at Pixar. In SIGGRAPH Asia 2015 Courses (SA '15).
- Paul Kanyuk. 2014. Shader interoperability: baking and reusing materials across rendering architectures at pixar. In SIGGRAPH Asia 2014 Courses (SA '14).
- Paul Kanyuk. 2014. Level of detail in an age of GI: rethinking crowd rendering. In ACM SIGGRAPH 2014 Talks (SIGGRAPH '14).
- Paul Kanyuk and Davide Pesare. 2013. Physically Plausible Shading and Lighting on Monster's University and Beyond. In ACM SIGGRAPH 2013 Course (CA '13).
- Paul Kanyuk and Laurence Emms. 2012. Taming Render Times at Pixar: CPU & GPU, Brave and Beyond. In ACM SIGGRAPH ASIA 2012 Course (CA '12).
- Paul Kanyuk, Leon J.W. Park, Emily Weihrich. 2013. Headstrong, Hairy, and Heavily Clothed: Animating Crowds of Scotsmen on "Brave". In ACM SIGGRAPH 2012 talks (SIGGRAPH '12).
- Paul Kanyuk. 2012. Crowd Simulation at Pixar Animation Studios. In FMX 2012 Applied Research (FMX '12).
- Paul Kanyuk. 2011. Procedural shading in RenderMan and Beyond. In ACM SIGGRAPH ASIA 2011 Courses (SA '11).
- Paul Kanyuk. 2010. Procedural shading in RenderMan. In ACM SIGGRAPH ASIA 2010 Courses (SA '10).
- Craig "Xray" Halpern, Ken Anjyo, Mihai Cioroba, Paul Kanyuk, Stephen Regelous, Takashi Yoshida, Marc Salvati. 2009. Crowd Animation: Tools, Techniques, and Production Examples. In ACM SIGGRAPH ASIA 2009 Courses (CA '10).
- Paul Kanyuk and Chris Lawrence. 2008. Brain springs: fast physics for large crowds on WALL-E. In ACM SIGGRAPH 2008 talks (SIGGRAPH '08).
- David Ryu and Paul Kanyuk. 2007. Rivers of rodents: an animation-centric crowds pipeline for Ratatouille. In ACM SIGGRAPH 2007 sketches (SIGGRAPH '07).

Miscellaneous

- Eagle Scout Award, Boy Scouts of America
- Member of ACM SIGGRAPH, ASIFA, and the VES
- Member of Tau Beta Pi Engineering Honor Society
- The Dawn and Welton Becket Digital Media Design Award recipient, 2005
- Bassist in the bay area rock band, Duck & Cover