

ENRIQUE CRIADO

Stereographer

Stereoscopic Supervisor

3-D Technology Consultant

3-D Production Consultant Live-Action & CGI

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Passionate advocate for stereoscopic imaging for more than a decade, not only as a professional working in the field but also as a personal challenge.

PROFESSIONAL EXPERIENCE. ENXEBRE ENTERTAINMENT

1995-CURRENT

President & Co-founder of Enxebre Entertainment, a leading Spanish company specializing in 3D Stereoscopic productions since 1995. His experience managing this company for over a decade has demonstrated his abilities not only in the arts and sciences of stereoscopic production but also in the organizational development, and leadership required to lead multi-disciplinary teams.

Professional experience as Stereographer encompasses most aspects of 3-D movie production, from script & storyboard, layout development and supervision to final post, VFX and compositing.

Leading a R&D Department which has investigated and developed new technically-advanced solutions to shooting live-action and integrating live-action with CGI animation, that includes the engineering, installation and maintenance of 3D systems.

As Stereographer, he has participated in the most important industry events, by giving speeches, conferences or even with his publications (IBC, Broadcast, DGA Digital Day, etc.) His last presentation was awarded as the one with the best use of 3D Stereo in *the Stereoscopic Displays and Applications 2008 conferences*, (award shared with Rob Engle, Sony Imageworks). He also played as a judge for the 3D Theatre, with Samuel Zhou, from Imax Corporation.

3-D MOVIE PRODUCTION EXPERIENCE. SKILLS.

Main responsibilities as senior consultant and stereoscopic supervisor involved managing and overseeing all stages of 3-D movie production, live-action, CG Animation or combinations of both.

Possesses in-depth knowledge of stereoscopic rules and guidelines to guarantee successful 3-D stereoscopic production. Responsibilities include:

- Stereo analyze (optimization) of scripts and storyboard (Live-Action and CG Animation). Stereoscopic and the narrative flow. Application of the new possibilities of the 3-D stereo photography in feature films.
- Stereoscopic Layout (Maya & Max), scene analysis: 3-D camera numbers, 3-D shot composition, stereoscopic relationship between scenes, Improving perception by using additional psychological cues, 2D depth-cues for a stronger but pleasant experience.
- Application of 3-D safety margins & comfort parameters. Inter-ocular variations to modify the reality perception, hyperstereo & hypostereo.
- Application of specific rules for different targets and formats (D-CINEMA, IMAX, E-CINEMA).
- Adjustments for stereo : lighting for 3-D, floating window, screen and theatre space, retinal rivalry...
- Stereoscopic editing & composition, post-effects and final encoding for distribution (in any format & media).
- Working knowledge of real-time solutions, stereoscopic engines and plug-ins for stereo-rendering.

3-D FILMS. STEREOSCOPIC SUPERVISION.

- *"Underwater Treasures"*.- Delayed . Imax 3-D.
- *"Little Big Adventure"*.- Delayed. D-Cinema. CGI
- *"Jack the Ripper in 3-D"*.- (Stereoscopic Post-production) Live Action & CGI (2009)
- *"Discovering Ancares in 3-D"*.- Combination Live Action & CGI (2007)
- *"Virtual Hostess in 3-D"*.- A short stereoscopic holographic production (2006)
- *"Destination Ancares in 3-D"*.- Production of first Spanish aerial 3D Stereo movie (2006)
- *"Watch Out! in 3-D"*.- Combination Live Action & CGI (2006)
- *"Ice Rescue in 3-D"*.- Stereoscopic Ride Film (2005)
- *"Space News in 3-D"*.- CGI Stereo 3D (2004)
- *"Jako & The Pet Thief in 3-D"*.- Production of first Spanish 2K Res. 3D Stereo CGI Short film (2002), it was licensed to **Warner Bros. Park Madrid**.
- *"Love, Loves in 3-D"*.- Combination Live Action & CGI (2002)
- *"X-Mas Tale in 3-D"*.- Combination Live action & CGI (2001)
- *"Talking Fish in 3-D"*.- Underwater live-action & CGI, first European short movie (2001).

- *“Tales of St.James Cathedral in 3-D”*.- First Spanish stereoscopic production that combines Live-Action and CGI (1999)
- *“Milky Way in 3-D”* .- CGI stereo 3D (1999)
- *“Medieval Market in 3-D”* .- Live Action stereo 3D (1997)
- *“Green Roads in 3-D”* .- Live Action stereo 3D (1996)

3-D EQUIPMENT ENGINEERING EXPERIENCE

As Technical adviser for companies like Lucasfilm, LTD., in the stereoscopic projection of the short 3-D piece of Star Wars in Spain (2007). Also, as adviser for the Spanish Government and universities, providing them with assessment on technical specifications, installation and maintenance of 3D systems, as well as motion-trackers, head mounted displays, immersive screens, etc. from 1996 until present.

- Alliance with The Foundry & Projection Design, developing stereoscopic workflows with Nuke & Ocula.
- Assessment and Engineering of 3-D Stereoscopic devices and systems.
- Design and operation of 3-D rigs and other live-action shooting devices.
- Design, installation, operation of 3-D projection equipment, digital & film.

R&D DEPARTMENT DIRECTOR

- Designed and constructed an underwater stereo housing for 3-D U/W shooting.
- Designed and constructed a 3D Stereo Rig for any kind of 3D shooting, film, HD.
- Designed a methodology for fast 3D Image testing, encoding and viewing, for live-action & CGI production.
- Designed and constructed a compact 3D monitor based on two LCD monitors.
- Designed a software tool for a stereoscopic realtime adjusting of the floating window.
- Designed a CG 3-D Camera for stereoscopic shot composition.

QUALIFICATIONS

- Strong Management, organizational and leadership experience.
- Creative Direction. Project Leadership.
- Strong understanding and use of stereoscopic science.
- Able to free and cross-viewing (no glasses needed for 3D evaluation).
- Deep technical and production experience, networking, computers.
- Camera Operator (Digital).

RECENT CONFERENCES

2009

- Madrid, SPAIN, **The Spanish Academy of Motion Picture Arts & Sciences .- Digital Cinema & Stereoscopy Workshop 2009**, "Stereoscopy Cinematography. Perception & Creativity". **Next April, 22th 2009.**

2008

- San Jose, CA, USA, **Stereoscopic Displays & Applications 2008**, "Original and creative stereoscopic film making". **Awarded for the best 3D presentation.** (Award shared with Rob Engle, Sony Imageworks).
- Vitoria, SPAIN , 6th Edition **Congress in Virtual Reality Applications**, "Sculpting the Stereoscopic perception in 3-D films".
- San Sebastian, SPAIN, **56º San Sebastian Film Festival**, "Stereoscopic Photography in the 7th Art. Creativity & Fundamentals".
- La Coruna, SPAIN, **Meeting of Science Museums in The Domus** , "About 3D Cinema".
- Santiago de Compostela, SPAIN, **Curtocircuito Film Festival**, "Masterclass about Stereoscopic 3D Cinema".
- Vitoria, SPAIN, **Virtual Tecnology & 3D Cinema Day**, "Languaje and Tools of Stereoscopic 3D Cinema".

2007

- Madrid, **Broadcast 2007** , Digital Cinema. Distribution and Exhibition.
- Amsterdam, **IBC 2007**, The Bigger Picture, "Understanding the ins and outs of 3-D Stereoscopic cinema".
- Los Angeles, USA, **Directors Guild of America. Digital Day + . Production of 3D movies.**
- Zaragoza, SPAIN, **TEA2007, EUROPEAN HD Conferences**, "Stereoscopic productions: Understanding and Improving the Three-dimensional Perception". 3D Consultant for stereoscopic projection of the Lucasfilm 8 minute 3D Short film "Star Wars".
- Vitoria, SPAIN , 5th Edition **Congress in Virtual Reality Applications**, "3D Cinema. Understanding the binocular vision".

2006

- San Jose, CA, USA. **Stereoscopic Displays & Applications**, "Stereoscopic Image Production".
- Zaragoza, SPAIN, **TEA2006, EUROPEAN HD Conferences**, "CGI and Live Stereoscopic Production".
- Vitoria, SPAIN , 4th Edition **Congress in Virtual Reality Applications**, "Stereoscopic Productions".
- La Coruña, SPAIN, **Mundos Digitales**, "Stereoscopic Integration of Live & CGI Imagery".
- Munich, GERMANY, **S+3D Today** , "Digital Live Stereo Filmmaking".

PUBLICATIONS

2008

- **Stereoscopic Displays & Applications. SPIE 6803-28** "Original and Creative Stereoscopic Film Making".
- **SMPTE Motion Imaging Journal** "Understanding the Ins and Outs of 3-D Stereoscopic Cinema".

2007

- **IBC 2007. Paper** "Understanding the Ins and Outs of 3-D Stereoscopic Cinema".
- **Cineinforme nº 812 Dec 2007** "La producción 3D estereoscópica digital".

2006

- **Stereoscopic Displays & Applications. SPIE 6055A-4** "Stereoscopic image production: Live, CGI, and integration".

INTERVIEWS-ARTICLES PUBLISHED (SPANISH MAGAZINES AND NEWSPAPERS)

- CineVideo20, December 2008
- Video Popular nº126 February 2008
- La Opinion de la Coruna 22 February 2008
- La Opinion de la Coruna 23 January 2008
- TeleInforme nº 809 2007
- Cine Informe nº 807/808 2007
- Produccion Profesional Cine December 2007
- Faro de Vigo 17 November 2007
- La Opinion de la Coruna 27 July 2007
- El Ideal Gallego 24 July 2007
- El Ideal Gallego 12 July 2007
- Expansion 6 July 2007
- Produccion Profesional nº85 June 2007
- Xornal 15 November 2006
- El Ideal Gallego 24 October 2006
- Expansion 6 July 2006
- Xornal July 2006
- El Ideal Gallego 29 January 2006
- (And more....)

EDUCATION

- Associate Degree in Computer Sciences.
- Two years Computer Science Bachelor, UDC. La Coruña. Spain. (Unfinished)
- Technician. Barco Golden Partner (Specialized in Stereo Projection)

HOBBIES

- Stereoscopic photography
- Off-Road enduro riding
- Scuba diving

MEMBERSHIP

- 3D-CONSORTIUM (JAPAN)
- SPIE (USA)
- ISU (USA)
- NSA (USA)
- ACM SIGGRAPH (USA)
- AMJE (SPAIN)

REFERRALS

References available upon request.