

CV

ADAM MYHILL

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I've been behind the camera and developed a fascination for light, colour and lenses at a really young age. My path through the world of photography has led me all the way from art directing video games to world of film cinematography. As an avid collector of rare lenses, I can create unduplicated results with his pairing of cameras with lenses and color knowledge. I live by the motto that "color is my daylong obsession, joy and torment".

I work as a Director of Photography and Colorist on film, TV, commercials, music videos and video games. I've been a DOP, CG Supervisor or Art Director on dozens of titles which have sold over a hundred million units. I was the main designer of 'Cinebot' which is a procedural cinematic camera system in video games and have recently won a Canadian filmmaking award for one of my features.

I'm fascinated by the intersection of art and technology. My passion is the combination of art fundamentals with the most sophisticated software, cameras and optics.

My website www.adammyhill.com has more detail.

Experience

Colorist short film "Take Me Home" A beautiful 18 minute short with an unexpected twist at the end.

DOP + Colorist web series "The Real People of Vancouver" A web series devoted to interviewing and investigating fascinating people in and around Vancouver.

DOP + Colorist music video "Me and a Moment" For Titlecard Pictures. A dark and moody music video about transformation and change.

Colorist + pickups DOP feature "XBUS" Action thriller, DOP'd two pickup shoot days and am colouring the entire film

DOP Commercial Doritos. Directed the cinematography using 4 helicopters, 3 operators, a boat and a pile of girls in bikinis.

DOP TV trailer Disney. A pilot test shoot for an upcoming TV series

DOP Feature 3D technical prototype Conan. For the upcoming Conan film.

DOP + Producer + Colorist Feature film 'Hell in a Handbag' 2013. HIAHB is an action horror comedy currently in post production. I was the DOP, responsible for all things lighting, camera and colour. It has a hyper-realistic look to it with very punchy colours and contrasty lighting.

DOP Feature film 'Down Here' 2013. Won a Canadian Filmmaking award. A feature film about the missing women from the DTES of Vancouver. I adapted rare old lenses to work on highly sensitive cameras in order to shoot in near darkness.

Cinematographer documentary 'Fractured Land'. I've contributed hours of footage to this documentary, including the use of a \$100K infra red camera to capture escape gasses from refineries. This documentary is currently gunning for the Sundance film festival

DOP Commercial "Need For Speed: The Run" Directed by Michael Bay, 15, 30 and 60 second versions. I supplied all the camera animations, lighting and color grading for his editing team to cut into those commercials

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DOP + CG Supervisor 'The Need for Speed' Electronic Arts Blackbox Nov 2009 to 2011

Responsible for all of the games cameras, cinematics and 'out of car' sequences. I directed a team of up to 12 people to accomplish this and was product owner and scrum master. Over the last 6 years, i've been working on a procedural realtime dynamic camera system called Cinebot. I have used it on the last 3 projects, and it's now also being used by teams in Stockholm, Montreal and Los Angeles. I created Cinebot because of my passion with cinematography and my frustration with the existing realtime camera systems available.

DOP + CG Supervisor 'Unannounced title' Electronic Arts Blackbox Dec 2008-Nov 2009. I created or directed all cameras and story sequences for this AAA action-adventure title. During preproduction, I did all lighting and shader visual target renders, as well as research into realtime low frequency ambient occlusion rendering techniques. I also ran and was the scrum master for the 'Presentation' scrum, which included cameras, postFX, VFX, and Audio.

DOP + Senior Technical Artist 'Unannounced title' Pandemic Brisbane Aug 2006-Nov 2008 I had the opportunity to work in a wide variety of areas on this project including: All cameras, lighting direction and pipeline, renderfarm system, shader design and systems, postFX, optimization, cinematics, pre-production visual targets, member of the leadership team. This is where Cinebot was designed and first implemented. All reference photography.

Art Director + DOP + Sr Technical Artist + Lead Character artist, various projects, Electronic Arts Canada April 1996-Aug 2006

In my 10 years at EA Canada, I worked on various projects from James Bond 007, the Need for Speed series, SSX, NBA Street, and in various R+D projects. I shipped over 24 SKU's. Passion zones included facial animation R+D, realtime camera systems, lighting and shaders, look prototyping, cinematics. All reference photography.

Adam Myhill Photography Aug 1991-Feb1996 full time. Part time until present.

I ran a commercial photography studio and built a large client base covering all kinds of photography and videography. Clients include Nike, Adidas, the government of Canada, BC Ferries, numerous bands like Elvis Costello, Sarah McLachlan, Luna, Massive Attack, the Beastie Boys. My specialty was commercial, portraiture, and aerial photography. I ran and maintained various colour darkroom printers and film developers, learning a lot about film slope, film stock, densitometry, colour grading, bleach bypass, cross-processing, film scanning. This analog experience has been fantastically useful.

Talks / courses

Pull Focus film school: Taught a course on photography / composition and lighting

GDC 2008 - Chaired the Normal Mapping and shaders lecture

GCAP 2007 - Gave the talk "Even more secret alchemy for creating next-gen visuals"

GCAP 2006 - gave the talk "Secret alchemy for creating next-gen visuals"

Awards

Outstanding Achievement - EA Canada

Paladin Cup - EA Canada - for research and application of facial animations

Mentor of the year - EA Canada

Best talk - GCAP 2006

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Skills

Strong creative process. Methodical and obsessive researcher. Gentle but persistent and inspiring leader. Vast knowledge of lighting, lenses, color theory and camera systems. Camera staging and pacing, composition. I love problems.

Hobbies

Lens hacking - adapting / grinding lenses to work on the Canon EOS mount, building tube amplifiers and hi-fi speakers, cinema, snowboarding, photography, playing guitar, recording, microphone technique, reading, art, analog robot making, machine vision, augmented reality, old leaky French cars, industrial design, architecture, Soviet culture and 1960's militaria.

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