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REEL BREAKDOWN

Wildwood, LAIKA, Hillsboro, OR

SIGGRAPH 2025: Sole author and presenter of "Fabricating Stop Motion Creatures Using CG Grooms: A Hybrid Approach for LAIKA's 'Wildwood'"

CG and Practical Coyotes: Developed Houdini groom system which was used to 3D print models for silicone casting of practical puppets. CG groom was optimized and used for CG coyotes. Hero lookdev and shading.

Hero Creature Groom and Lookdev: Houdini grooms for dozens of creatures including bear, moose, rabbit, elk, horse, beaver, and others. Costume and skin lookdev and texture support.

Background CG Humans: Lookdev, shading, textures for multiple human characters for hero, to background use.

CG Bird Groom and Lookdev: The main giant eagle is a practical puppet. All other birds are CG. All feather groom and lookdev work.

Dark Owl and Creature Groom and Lookdev: Hero lookdev for the first Teaser using an alternate art-directed style. Alternate grooms for bears, coyotes, raccoons, etc.

Unreleased Project, Provo, UT

Digimatte, Environment, Lighting, Lookdev: Responsible for execution of entire shot including Houdini grass system, terrain, scene assembly lighting and comp.

Missing Link, LAIKA, Hillsboro, OR

Digimatte, Travel Montage: Owner of one-off shot. CG train lookdev, terrain lookdev, texture, and comp assembly.

Digimatte, Adelaine's Home: The foreground fence and courtyard is a practical build. Building is textured, lit and rendered by me.

Character Lookdev and Lighting: Lookdev and shot lighting of all CG characters.

Digimatte London: Establishing shot of London. The breakdown shows that the extended background is all CG with practical building facade and roofline. Lookdev and lighting of many buildings and characters. Comp assembly.

Custom Substance Tool: Developed custom tool to procedurally generate heavily art-directed tile roof textures with a simplified interface for use in Substance Painter.

Character Lookdev: Developed a system for systematic lookdev of large character groups using a custom layered shader paired with scan-based materials plus procedural and painted textures for detail layering. Personally presented this work as a Katana demo with Foundry, and on the show floor at the Allegorithmic (now Adobe) Substance booth, SIGGRAPH 2019.

ParaNorman, LAIKA, Hillsboro, OR

Shot Lighting: Practical puppet and set integration of CG characters. Included multiple pass setup and initial comp setup.

The Ring Two, Rhythm & Hues, Los Angeles, CA

FX Lookdev and Lighting: Materials and lighting integration of CG water effects (pre-raytracing)

Scooby-Doo 2: Monsters Unleashed, Rhythm & Hues, Los Angeles, CA

Shot Lighting: Lighting integration of CG scooby into practical plate.

Narnia, Rhythm & Hues, Los Angeles, CA

Groom Tools: Proprietary tool scripting allowing for the sculpting of Aslan's mane.