

MICAH HENRIE

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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 a Houdini groom system used to 3D print models for silicone casting of the practical puppets. The same groom was optimized for the CG coyotes. Hero lookdev and shading.
- **Hero Creature Groom and Lookdev:** Houdini grooms for dozens of creatures, including bear, moose, rabbit, elk, horse, and beaver. Costume and skin lookdev and texture support.
- **Background CG Humans:** Lookdev, shading, and textures for multiple human characters, from hero to background use.
- **CG Bird Groom and Lookdev:** The giant eagle is a practical puppet. Feather grooms and lookdev for all other birds, including four species with color variants and LODs.
- **Dark Owl and Alternate Creature Grooms:** Hero lookdev for the first teaser in an alternate, art-directed style. Alternate grooms for bears, coyotes, raccoons, and others.

Tactiya.com, E-commerce Product Render

- **Wool Felt Product Render:** Curve-based wool felt model generated in Houdini. All lighting, surfacing, rendering (Karma), and comp.

Brytag Creative, Solo Game Development

- **Brytag Studio Sandbox (PC Game):** All game design and development in Unity and C#. RTX interactive path tracing and denoising. Sandbox mechanic with a dynamic IAP asset library and physics-based scene editing of environment and lighting. Released on Steam Early Access
- **Real-Time GI Test:** Real-time path tracing test in Unreal Engine.
- **Alien Cell Escape (iOS App):** All design and development, including touch and gesture input, game art, IAP, leaderboards, Game Center APIs, hex map transforms, physics, pathfinding, ray-traced 2D lighting, and NPC simulation.

Unreleased Project, Provo, UT

- **Digimatte, Environment, Lighting, and Lookdev:** Executed the entire shot, including a Houdini grass system, terrain, scene assembly, lighting, and comp.

Missing Link, LAIKA, Hillsboro, OR

- **Digimatte, Travel Montage:** Owner of a one-off shot. CG train lookdev, terrain lookdev, textures, and comp assembly.
- **Digimatte, Adelina's Home:** The foreground fence and courtyard are a practical build. The building was textured, lit, and rendered by me.
- **Character Lookdev and Lighting:** Lookdev and shot lighting for all CG characters.
- **Digimatte, London:** Establishing shot of London. The extended background is all CG, with a practical building facade and roofline. Lookdev and lighting of many buildings and characters, plus comp assembly.

- **Custom Substance Tool:** Developed a tool that procedurally generates heavily art-directed tile roof textures through a simplified interface in Substance Painter.
- **Crowd Character Lookdev System:** Developed a system for lookdev of large character groups using a custom layered shader with scan-based materials, plus procedural and painted textures for detail layering. Presented this work as a Katana demo with Foundry and at the Allegorithmic (now Adobe) Substance booth, SIGGRAPH 2019.

ParaNorman, LAIKA, Hillsboro, OR

- **Shot Lighting:** Integration of CG characters with practical puppets and sets, including multipass render 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-ray tracing).

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

- **Shot Lighting:** Lighting integration of CG Scooby into practical plates.

The Chronicles of Narnia: The Lion, the Witch and the Wardrobe, Rhythm & Hues, Los Angeles, CA

- **Groom Tools:** Scripted proprietary tools for sculpting Aslan's mane.