

# MINCHO ALEKOV MARINOV

**e-mail :** info@minchomarinov.com

**web&reel:** minchomarinov.com

**phone:** +1 714 209 2093

## Positions that I am applying for:

Matchmover TD, Motion Capture specialist, Previz artist, R&D facial research

## EMPLOYMENT

2009 Clash of Titans Matchmove Td	feature film	(MPC-London)
2008 AROG Set Sup&Layout Td	feature film	(Sinefekt)
2008 Watchmen Facial Track	feature film	(Intelligent Creatures )
2007 Kucuk Kiyamet Matchmove TD	feature film	(PostOfis)
2006 D.K.A.O. Vfx TD	feature film	(Brightwell)
2006 HacivatKaragoz Realflow Artist	feature film	(Anima)
2005 Dabbe Vfx TD	feature film	(Dplan)
2004 G.O.R.A. Matchmove TD	feature film	(Sinefekt)
2001 junior fx artist imajonline.com		
2000 flame intern sinefekt.com		

## PERSONAL

Born in Haskova/Bulgaria in 1979  
Citizen: Bulgaria EU  
Language: Bulgarian, English, Turkish

## EDUCATION

Statistics/Mathematics, University  
Computer Science, Technical High School

## SKILLS

Maya & Mel, MBuilder,  
3dEqualizer, PFtrack, Boujou, Syntheyes  
Programming: Mel&Api, Visual C++, Macromedia 3D Lingo,  
I work on digital acting, software base tracking mocap, rigg and muscle  
Production experience. Strong problem solving skills.  
Strong programming and scripting skill

### Matchmove Experiences

- camera tracks
- ending project in Maya with reference models and matching
- preparing one virtual set and multi cameras in same project(3DE)
- if need it, preparing camera's moving with hand key frames in Maya
- rigid motion(Object tracking)
- non rigid motion(3DE)
- experience to work with motion control camera's datas (3DE)
- build every kind mocap file, full body, facial
- experience with .fbx,and .trc files in MBuilder and Maya
- set experiences, measuring and organizing set

## ARTICLES & RESEARCHES

**Software – Survey Solver Tracking Converter (3DE, PFTrack, Boujou, Syntheyes, Projections)**

<http://www.minchomarinov.com/SS/index.htm>

**Objects base tracking & Motion Capture** - *Broadcasterinfo Magazine*

[http://www.broadcasterinfo.net/37/index.php?option=com\\_content&task=view&id=73&Itemid=39](http://www.broadcasterinfo.net/37/index.php?option=com_content&task=view&id=73&Itemid=39)

**Camera track & Matchmoving** - *Broadcasterinfo Magazine*

[http://www.broadcasterinfo.net/35/index.php?option=com\\_content&task=view&id=86&Itemid=28](http://www.broadcasterinfo.net/35/index.php?option=com_content&task=view&id=86&Itemid=28)

**Match to Performance Capturing** - *minchomarinov.com*

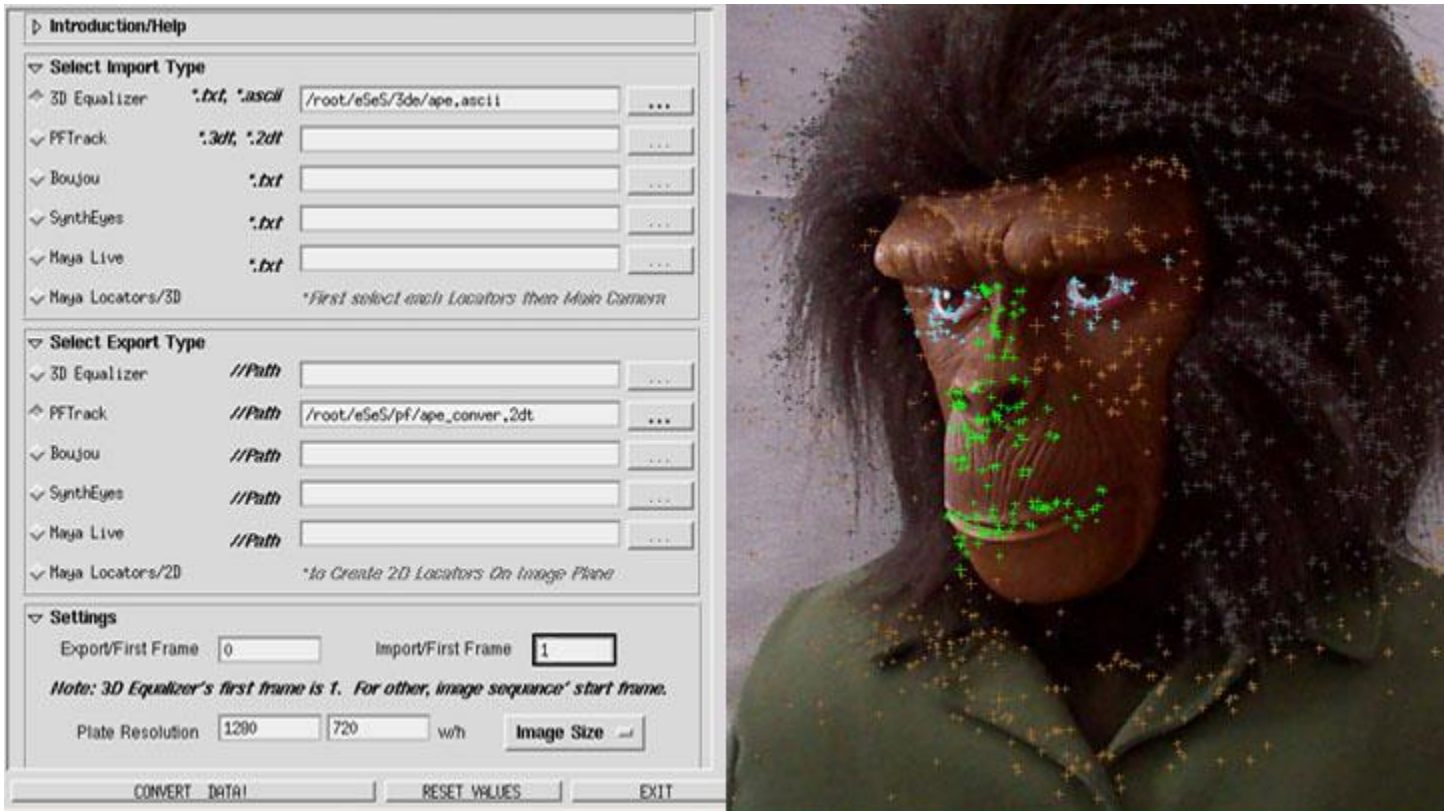
[http://minchomarinov.com/mincho\\_wip.pdf](http://minchomarinov.com/mincho_wip.pdf)

### **Reference Site:**

**Science-D-Visions freelancer**

[http://3dequalizer.com/sdv\\_html/freelancer\\_frame\\_intro.html](http://3dequalizer.com/sdv_html/freelancer_frame_intro.html)

# Survey Solver 2D Import & Export Converter V1.0



Download [Linux Maya Version](#) [Windows Maya Version](#)

## Features

### Import

- § **3D Equalizer** 2d Track File(\*.ascii, \*.txt)( 2d&Backprojection)
- § **PFTrack** 2d Track File(\*.2dt, \*.3dt)( 2d&Backprojection)
- § **Boujou** 2d Track File(\*.txt)( 2d&Backprojection)
- § **SynthEyes** 2d Track File(\*.txt)( 2d&Backprojection)
- § **Maya Live** 2d Track File(\*.txt)( 2d)
- § **Maya** Locator/3D, use animate camera with 3d locators as import

### Export

- § **3D Equalizer** 2d Track File(\*.ascii, \*.txt)
- § **PFTrack** 2d Track File(\*.2dt)
- § **Boujou** 2d Track File(\*.txt)
- § **SynthEyes** 2d Track File(\*.txt)
- § **Maya Live** 2d Track File(\*.txt)
- § **Maya** Locator/2D, create 2d locators on Image Plane

How's converter useful?

- § Use all software's auto track results in same project.
- § Use advantage features of some tracking software's in other software's. (e.g. 3DE's marker track mode)
- § Maya is not final part of pipeline, use it in the middle of process.
- § Work on 2d tracks, 2dProjections or solved Maya scenes of tracking software's.
- § you can collect all data in which software you want, and solve there.



## **Digital Acting Alphabets Tools**

My project is to be able to create a digital acting alphabet by using motion capture. Once this alphabet is established, directors then will be able to generate brand new digital acting by using the members of the alphabet set.

This alphabet data will be stored in a relational database system. Then by applying statistical stochastic process and fuzzy logic to the stored alphabet data, various digital acting performances will be created.

### **Generating performance in computer**

Create personal alphabet!

Syllabic, words, emphasis, expressions, emotions, behaviors, will be archived to define personality.

It will provide to generate new behaviors. Fundamentally, data will come from real actress/actor.

On other hands, director will direct of their performance data.

In instance;

For actor's anger will taken as two pass, low and high level. Speech will record as different pass. Director will make a decision about level of performance. But at the same time generated data will come from dummy's performance.

To use dbms and statistical stochastic process will turn into intelligent data.

\*Input data; optic mocap, image base mocap, new techs