

Deepak Chetty – CV 2024

Creative Technologist/Filmmake/GenAI Researcher

Education

**Pratt Institute of Art and Design,
Brooklyn, NY. B.F.A - Film and Video
Production (07')**

- Recipient of the Steve and Linda Horn Media Arts Scholarship - 2006 At Pratt Institute
- Pratt Institute Nominee for The Princess Grace Award 2006

**University of Texas at Austin, Austin,
TX. M.S.AI (Artificial Intelligence)
(24' - Current)**

**University of Texas at Austin, Austin,
TX. M.F.A – Film and Video Production
(15')**

- Kodak Scholarship Nominee (12',13')
- Graduate Research Project: Immersive Narrative Experience in VR (14')

Employment - EDUCATOR

University of Texas at Austin (2015 - Present)

Radio/Television/Film Department

- **Virtual Production Area Head**
 - Fall 2022- Present
- **Asst. Production Area Head**
 - Fall 2022 - Spring 2023
- **Fall 2015 - Present**
 - **Assistant Professor of Practice**
 - Virtual Production
 - Motion Capture Studio
 - Intro To Immersive Media
 - Interactive Narrative Development
 - Advanced Visual Effects
 - Concepts of Real Time Rendering
 - Visual Effects for Storytelling

School of Design and Creative Technologies

- **Fall 2020-2021**
 - **Assistant Professor of Practice**
 - Virtual Production
 - Concepts of Real Time Rendering
- **Committee Member**
 - RTF Equipment Committee 22'- present
 - MFA Admissions Committee 21'
 - Global Engagement Committee 19'- present
 - Game Steering Committee 19'- present

CGSpectrum (2021-2024)

- **Instructor/Mentor**
 - Realtime Rendering and Virtual Production

Monterrey Institute of Technology, Queretaro, Mexico (Contract), 2020

- **Workshop/Lecture Series Creator and Instructor**
 - Realtime Rendering and Virtual Production

Grant Work/Research Projects

- President's Award for Global Learning, UT Austin, - Mangrove Conservation in India, 2021
 - Position, Faculty Mentor
- Sesame Workshop (Sesame.org) - STEM Hoop Dreams, 2019- (Ongoing), Data Visualization in VR
 - Position, Creative Development Lead, Conceptualization, XR Consultant
- “Immerj” - Open Source 360 Video Augmentation Tool, 2015-2017, Funded by the Knight Foundation, UT LIFT (Longhorn Innovation Fund for Technology)
 - Position: Lead, Conceptualization, Content Developer
- “Immersive Narrative Experience in VR” - UT Austin, 2014, Funded by UT Undergraduate Mentor Program
 - Position: Lead
- 360 Video Stereoscopic Rig Research and Development, 2016-18, Funded by the Cain Foundation
 - Position: Lead, Researcher, Content Developer

Public Speaking/Workshops and Panel Appearances

- **Rokoko Live 2024- Featured Guest/Speaker** - “Motion Capture in Academic Curriculum”
- **Nvidia GTC 2024 - Featured Speaker** - “Gen AI and Film Education”
- **Nvidia GTC 2023 - Featured Panelist** “Omniverse in Education”
- **SXSW 2022 - Featured Speaker** - “Making the Transition to Game Development”, “How Video Game Technology is Influencing TV and Film”
- **Official Epic Games’ Unreal Engine Livestream**, “Democratizing Performance Capture”, Featured Guest 2022
- **Rokoko (Mocap) Educator Talks** - Featured Guest 2022
- **Realtime Conference - Featured Speaker Virtual Production - December 2021**
- **Epic Games/Indiajoy VFX Summit - Featured Speaker - Virtual Production - November 2021**
- **Epic Games/APTECH - Virtual Production Fireside Chat - Featured Guest - July 2021**
- **ATT/Warner Media Summer Academy 2021** - “Virtual Production - The Next Frontier of Media Creation”
- **CG Spectrum** - “Virtual Production Livestream”, Spring 2021
- **UT Tower Fellows 2021** - “Realtime Rendering and the Frontiers of Filmmaking”
- **Monterrey Institute of Technology and Higher Education 2020** - “Realtime Rendering and Production in Unreal Engine”
- **Digital Diversity 2019** - “The Convergence of Live Action Methods in Virtual Production”
- **Austin Film Society 2018** - “Movie Maker Dialogue: The Reality of Virtual Reality”
- **Goldsmith Talks Fall 2017** - “From Build to Virtual” - Regarding VR Space and Immersive Media
- **Austin Film Society** - “Welcome to Immersive Media”
- **SXSW – 2016-2017** –Regarding Virtual Reality/Immersive Media
- **ONA Digital Workshop 2017**–“Immersive Storytelling Using VR/360 Video”
- **Samsung VR Space** - “Introduction to Virtual Reality and Immersive Media”
- **Austin Film Festival** – Panelist“Space Out of Time: Expanding the Page for VR”
- **NBC Dallas** - “An Introduction to Virtual Reality and Immersive Media”
- **The Knight Foundation Miami Summit** –Presented grant work regarding the development of software with the TACC and Journalism Department at UT Austin.
- **UT3D Austin** –Panelist “Conversations on VR”

SOFTWARE: Unreal Engine, Quixel Suite, Adobe Suite, Vicon Blade, Motionbuilder, Avid, Final Cut Pro, Syntheyes, Mocha, Substance Painter, Mistika, Autopano, Faceware Suite, Facegood Avatary Retargeter, Facegood Avatary Tracker, ComfyUI, Stable Diffusion, AnimateDiff, Capturing Reality, Metahuman Animator, DaVinci Resolve

Fulltime Employment (Starting with Current)

Co-Founder/Partner/CTO - The Forever

Austin, TX - 2021- Present

- **Developed and won three utility patents regarding new emergent media**
 - *Utilizing Generative AI and Procedural Persistent Content Generation*
- **Produced Emergent Media Content with IP Holders/Studios for assorted AAA Franchises**
 - *RnD funded by with Warner Bros.*

Partner/Head of Post Production -XR Consultant/Content Producer – DIGITAL QUILT

Los Angeles, CA – Austin, TX 2015 – 2023

- **Recent Work:**
 - *One Perfect Shot, HBOMax/CBSVFX*
 - *Virtual Production Consultant*
 - *Medal Of Honor: Above and Beyond (2020), Respawn/Electronic Arts/Time Travel Unlimited*
 - *“History Happened Here” Stereoscopic Post Production Supervisor - Live Action/ XR Consultant*
- **Selected Clients:** *HBO, CBS VFX, Uber, Stanford Medical Center, NPR, Wendy's, Reebok/Vice, Betterment, Roadshow Gallery, Marine Imaging Tech, Time Traveller Unlimited, Austin Public Library, The Washington Post, NBC Universal, Starbreeze Studios, RBG*

Commercial Director/VFX/XR Lead– REVELATOR – Austin, TX, November 2015 – Present

- **Selected Clients:** *USAA, Sapient-Razorfish, Tenaris, GSD&M, John Deere, National Instruments, SpredFast, UT Austin*

Employment - CREATIVE

Director, Narrative (Selected)

- **Romeo/Juliet** - Generative AI Experimental Film, 2023
 - Built custom Gen AI pipeline based on open source and commercial tools for the execution of this piece
- **FrAIsier 3000** - Experimental Procedural Animated Talk Show, (2023-)
 - Built using a custom UE5 Pipeline and Gen AI text to audio tools
- **Sharks Stuck in a House for 90 Seconds** - Experimental Short Film (2023)
 - Created using Generative AI workflows
- **STS-13: OUTLOOK**, 12 minutes, Narrative Short, 2024 (*in post - production*)
 - Completely CGI Animated Short Created using Virtual Production techniques and real-time performance capture within Unreal Engine 5
- **ARK**, 5 min, Narrative Short, 2022
 - Real time rendered Short Commissioned/Created for Epic Games
- **Test Subject 1137**, 1 min, Narrative Short, Virtual Production, Photorealistic CGI, 2021
- **Planetfall**, 3 minutes, Narrative Short, 2020
 - Real Time Rendered Short Commissioned/Created for Epic Games
- **Look at Me I Love You**, 90 Minutes, Documentary, 2010- Present (Ongoing)
- **Nathan Felix: Sight and Sound** - (Documentary Short, 10 mins) 4K, Director, 2020
- **ACADIA 19** - (Documentary Short, 10 mins) 4K, Director, 2020
- **Hard Reset**, 40 min, Series Pilot, Live Action, 4k Stereoscopic 3D, 2019
 - Optioned as a Feature Film and/or Series
 - Winner, Lumiere Award - Advanced Imaging Society's Best Live Action Short
 - Winner, iTV Fest Best Director
 - Distributed by Gunpowder and Sky's DUST network
 - Over 1.75 million combined views across all distribution platforms
- **Glegarry Glen Bot**, 9 mins, 3D Animation/Motion-Capture - Realtime, 2016
- **The Ascendant**, 21 minutes, Series Pilot, Live Action, 2k, 2013
- **Mirages on the Sea of Time**, 5 Minutes, Experimental Documentary, 2k , 2011
 - Austin Film Societies 10 Under 10, Official Selection

Epic Games/Unreal Engine - April 2019-June 2022,

- **Producer, Virtual Production/Film/TV - Unreal Engine Online Learning**
- **Online Learning Author/Course Developer**
 - **Courses Developed and Launched:**

- **Independent Filmmaking with Unreal Engine (also Author/Instructor)**
- **Physics Based Shot-Viz (also Author/Instructor)**
- **Intro to Virtual Cinematography**
- **Ray Traced Lighting for Interiors**
- **Introduction to In-Engine Animation**
- **Previz for Action Scenes**
- **Introduction to Googly Eyes**
- **LiveLink for Body Performance Capture**
- **Metahumans for Virtual Production**
- **Movie Render Queue Fundamentals**
- **Cinematic Environment Design**
- **Stylized Character Animation**
- **Creating and Modifying Control Rig**
- **Intro to Real-time VFX**
- **Faceware Studio for Real-time**
- **Faceware Analyzer and Retargeter for Metahumans**
- **Facial Performance Capture Editing**
- **Virtual Puppeteering in Unreal Engine**

Cinematographer/Camera Operator - 2009 - Present (Selected)

- **STS-13: OUTLOOK**, 9 minutes, Narrative Short, 2021 (in production)
- **ARK**, 5 min, Narrative Short, 2021
- **Test Subject 1137**, 1 min, Narrative Short, 2021
- **Planetfall**, 3 minutes, Narrative Short, 2020
- **GCDS - Milan Fashion Week 2020** - Virtual Fashion Show - Milan Fashion Week 2020
 - Virtual Cinematography in Unreal Engine/Live Virtual Production
- **Planetfall**, 5 minutes, Narrative Short, 2020
 - Real Time - Rendered Short Created for Epic Games' Online Learning Platform
- **Look at Me I love You** (In-Progress) HD-4K, 90 minutes, Director, Cinematographer, 2010-Present (Ongoing)
- **Nathan Felix: Sight and Sound** - (Documentary Short, 10 mins) 4K, Cinematographer, 2020
- **ACADIA 19** (Documentary Short, 10 mins) 4K, Cinematographer, Director, 2019
- **An Invention in 3 Parts** (Short, 5 mins) Motion Capture/Virtual Studio, Cinematographer, 2019
 - Austin Dance Film Festival Selection
- **SpaceX - Starship Update**, (Broadcast, 90min) Client: SpaceX, Live Camera Operator, 2019
- **The Love Inside**, (Feature Film), Cinematographer, 2016
 - On all VOD platforms, distributed by Gravitas Ventures
- **Glengarry Glen Bot**, 9 mins, 3D Animation/Motion-Capture - Realtime, 2016
- **Hearts of Napalm** (Short Film), Cinematographer, 2013
 - **Slamdance** Film Festival Official Selection
- **33 Teeth**, (Short Film), Cinematographer, 2011
 - **Slamdance** Film Festival Official Selection
- **A Night at The Dance** (Short Documentary), Cinematographer, 2010
 - **SXSW** Film Festival Official Selection
- **Mirages on the Sea of Time** (Short Documentary), Cinematographer, 2010
 - Austin Film Society Ten Under Ten Official Selection
- **Jessie James/Steve Madden**, Client: Onslot, Camera Operator, 2009
- **Audemars Piguet at Liberty National PGA**, Client: Onslot, Camera Operator, 2009
- **Audemars Piguet at The Standard Hotel**, Client: Onslot, Camera Operator, 2009
- **Pratt TV**, Local Access Brooklyn Network, 2004-2007
- **The Son Also Rises, 16mm Film**, Cinematographer, 2007
 - Indo-America Arts Council Official Selection
- **The Curse of Dracula Island, 20 mins, 2006**
 - Kodak Student Scholarship Nominee
- **Quanta in the Sky With Diamonds**, 9 mins, 2005

Freelance Visual Effects Artist/Composer - NYC - Austin, TX 2006 – Present

- **Recent Feature Film Work:** *No Future* (2021) (Official Selection, Tribeca 21'), *I'll Be There* ('23)
- **Recent Series Work:** *One Perfect Shot* (2022), *Warner Media/HBOMax, GEN:Lock* (2019), *Warner Media/HBOMax*
- **Selected Feature Film Work:** Roman Polanski: *Wanted and Desired* (HBO), *Discreet* (Berlin Int'l FF), *Mr. Roosevelt* (Netflix), *LazerTeam* (*Rooster Teeth*), *Blank City*, *American Faust*
- **Selected Clients:** *HBO, Antidote Films, Pure Fragment Films, Moontower VFX, PBS, The Beer Diaries, TriggerPoint, Wisewear, Bourke Productions, Bright Giant, League of Rock, Pure Fragment Films*

Freelance Producing/TD/Editorial - NYC - 2007-2016

- ***Rabbit Bear Mountain Films, NYC, “The Creek When He Came Back”, 2016***
 - *Producer, Feature Film*
- ***NET, NYC, 2008-2010***
 - *- Series Editor, Associate Producer* 2 NYC Emmy Award Nominations*
 - *Mysteries of the Church*
 - *Icthus E.Q*
 - *World Youth Day Sydney 08’*
 - *Breaking Bread*
 - *Currents*
- ***Pangloss Films, , NYC, “National Geographic Explorer”***
 - *-Assistant Editor “Solitary Confinement”*
- ***Pan Desi (Dish Network), Edison NJ, Technical Director, Editor, Producer, 2008***
 - *The Better Half (Live Multi-Cam)*
 - *Shock and Awesome (Live Multi-Cam)*

Other Selected Creative Works

“Hard Reset” - Feature Film,
Pre-Production (Director, Writer) *In
developement.*

“Our Kind is War” - Feature Film,
Pre-Production (Director, Writer)

"Hard Reset 3D" - Stereoscopic Short,
Sci-Fi/Thriller, 2019 (Credit: Director
Co-Writer, Visual Effects) *Winner Best
Live Action Short Film – Advanced
Imaging Society Lumiere Award

*Winner Best Director Catalyst Content
Festival

Optioned as a Feature Film/Series

“USAA Return to Members 360” -
New Media Experience, Revelator,
Sapient-Razorfish, 2018 - (Credit:
Director)

**“Austin Public Library - Virtual
Archive Experience”** - VR Application,
2017 - (Credit: Producer, Lead
Conceptualization and Design)

“Tenaris Rig Direct - 360” - New
Media Experience, Revelator, 2017-
(Credit: Director)

“NASA Mission Control”- 360 Video
Experience, The Washington Post, 2016-
(Credit: Director, Editor)

“Mars: An Interactive Journey” - VR
Experience – The Washington Post ,
2016– (Credit: Creative Lead,
Conceptualization and Development.)

“Juarez 360”- Immersive 360 Video –
The Washington Post, 2016 – (Credit:
Co-Director, 360 Rig Operator, Edit and
Post-Production)

“SpredFast: Social History”- Brand
Video, Revelator, 2016 – (Credit:
Director, Visual Effects) *Winner of
Telly Award

“Ghost Shark Saga: AR” - Augmented
Reality App, Android OS, 2018 (Credit:
Creator, Designer, Developer)

“Mirages on the Sea of Time”- AFS 10
Under 10 (Credit: Director,
Cinematographer)

“A Body in Motion” - Short Film,
Animated, Motion Capture, 2018
(Credit: Director, Editor, Animator,
VFX, CG)

“King Chris and Pug” - Short Film,
Animated, Motion Capture, 2018
(Credit: Director, Editor, Animator,
VFX, CG)

“An Invention in Three Parts” -
**Short Film, Animated, Motion
Capture,** (Credit: Director, Editor,
Animator, VFX, CG)

"The Love Inside" - Feature Film, 2015
(Credit: Cinematographer)
*Released Via Gravitas Ventures on
Amazon Prime/VOD March 22nd, 2016

"Hearts of Napalm" Official Selection
Slamdance 2013 (Credit:
Cinematographer)

“33 Teeth” - Official Selection
Slamdance 2012 (Credit:
Cinematographer)

“A Night At The Dance” - Official
Selection SXSW 2011 (Credit:
Cinematographer)