

Ben Abergel

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EDUCATION

USC School of Cinematic Arts, Los Angeles, CA
Bachelor in Cinema and Media Studies

SELECTED WORK EXPERIENCE

- Dr. Supernova - Wall Operator & Mocap TD
- Crash - Wall Operator & Mocap TD
- Tron: Breakout – Mocap Technical Director
- Tableau - Cinematographer
- Eulogy – Gaffer
- F**k Off – Gaffer

Virtual Production Technician March. 2024 – Present

USC School of Cinematic Arts - Los Angeles, California

- Set up and operate LED volume for production.
- Real-time camera tracking with Motive motion capture system.
- Working closely with DPs, gaffers, and VFX Supervisors to enact real-time adjustments within Unreal Engine.

Motion Capture Technical Director Oct. 2023 – Present

USC School of Cinematic Arts - Los Angeles, California

- Operate Motive motion capture system, conduct calibrations, and troubleshoot technical issues.
 - Build mocap rigid bodies, tracking, aligning, and maintaining markers
 - Track optical data from OptiTrack system and motion edit within MotionBuilder.
 - Livelink motion capture signals/data into Unreal Engine for integrating virtual world and real-time vis.
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INTERNSHIPS

Aerial Cinematography Intern June 2023 – Aug. 2023

Lightcraft - El Segundo, California

- Assembled and rigorously tested camera packages, including drones, gimbals, and the Black Arm system.
- Operated and controlled camera equipment under the supervision of experienced cinematographers.
- Facilitated equipment pick-up, return, and inventory organization for smooth logistic operation.

Production & Development Intern Jan. 2023 – May. 2023

Graphic India - Beverly Hills, California

- Assessed and provided detailed script coverage and notes for feature films and series submissions.
- Collaborated with the SVP of Development and Production to securely transfer and organize sensitive information.
- Conducted thorough research on foreign markets, identified creative talent, and optimized database management.

Video Production Intern July 2022 – Aug. 2022

Walla News - Tel Aviv

- Directed and edited three 25-minute web series episodes within a multi-camera production setup for broadcast.
 - Acquired technical expertise in the Master Control Room, ensuring seamless production of live televised events.
 - Assisted with the inner workings of a live TV Studio: set building, graphics, teleprompter, and camera operation.
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SKILLS & INTERESTS

Machine Learning & Generative AI

- Produce short films using AI models and integrate AI tools into the virtual production and post-production pipeline.
- Utilize AI-generated storyboards and scene layouts to enhance pre-visualization techniques, optimizing planning.

Camera Operation: Sony - Venice 1&2, FX9, FX6, FX3 RED - Monstro, V-Raptor, Komodo DJI - Ronin 4D, Inspire 3

Creative Software: Motive, Motion Builder, Unreal Engine, After Effects, Adobe Premiere, Avid Media Composer.

Office Software: Linux, Windows OS, Mac OS, Microsoft Office, Google Suite, iWork, Movie Magic Scheduling.

Languages: French & Hebrew-Fluent **Interests:** The Town with Matthew Belloni (Podcast), Beyond the Trailer (YouTube).