



Escape Studios Hires Two New Instructors

Vicky McCann and Rick Makoul to teach VFX and Compositing Courses

Los Angeles, October 26, 2011—Escape Studios, one of the most successful and well-respected CG academies in the world, announced today that it has hired Vicky McCann and Rick Makoul to teach Visual Effects and Compositing respectively starting November 7, 2011 at its Santa Monica Campus.

Vicky McCann has over 15 years of experience working in the fields of technology, graphics and production. She has worked as a technical director for much of her career in the area of character effects and specializes in rigid dynamics, cloth, hair, particle, fluid, and smoke simulation.

She recently worked for DreamWorks Feature Animation, ImageMovers Digital and Industrial Light + Magic. Some of the projects she was involved with include *Puss In Boots* and *Mars Needs Moms*, *Rango*, 2011, *The Last Airbender*, 2010, *Star Trek*, 2009, *Transformers*, 2007 and many, many more.

“Having been in production for three movies since my last teaching stint, I really missed teaching and all the rewards that come with helping people succeed in making awesome imagery on the screen,” said McCann. “When Escape Studios contacted me with the rare opportunity to do what I love, I jumped at the chance. This is my dream job: to teach at such a well-established company, in one of the most exciting industries, and in one of the best locations on the planet.”

Rick Makoul has joined Escape Studios as its compositing instructor and has tons of experience both as a compositor and digital artist. His expertise includes keying, tracking, multi-pass CG, compositing, VFX, rotoscoping and paint. He recently worked for Encore Hollywood-Deluxe, YU+CO, and Identity FX. Projects of note include *The Office*, *NCIS*, *Lock & Key* and *Perfect Couples*.

"I am excited to work with Escape because this industry is entering into a new era," said Makoul. "Visual effects and post production are changing and I find it inspiring and positively challenging. I decided to join Escape because I really desire to be part of a bigger vision. They've set a new standard in the industry and their commitment to advanced CG education is unparalleled."

"We strive to provide a best-in-industry product at Escape Studios by offering classroom courses that prepare our students to jump right into the industry," said Dominic Davenport, CEO of Escape Studios. "And that includes hiring the best instructors we can find. McCann and Makoul bring a lot to the table and we are truly excited to have them as part of the Escape Team. We look forward to seeing them in action teaching our first students in November."

About Escape Studios

Escape is one of the most successful and well-respected CG academies in the world. We're the proving ground for a new generation of computer graphics stars breaking into film, TV, games and commercials. We're a vibrant community of professional artists. We're a unique outsourcing resource for leading CG studios. We're a specialist creative recruitment agency for entertainment, advertising, architecture and manufacturing businesses. We're an authority on all things CG, offering informed opinions on cutting-edge creative, commercial and political issues. We are all of these things. We are CG. We are Escape Studios.

For further information, please visit www.escapestudios.com

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