

David Brosius

Video Production Professional

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Summary

I got into the video business right after leaving the Marine Corps, where I was an Air Traffic Control communications technician and a Sergeant. When I got out, I had a career choice between computers and video. I chose video because it seemed like it would be more fun to do. Now I do most of my video work on computers- how ironic!

At first, I was involved with video as a shooter/editor for a half-hour cable show called "Panorama" which aired for a little over six months, until everyone got tired of working so hard for practically no money. I decided it was better to use my electronic skills and became a video engineer and put together many (200+) editing and studio production facilities in Oklahoma and surrounding states.

In 1995, I began building video edit systems built on the PC platform with Windows 95. The first system I built cost over \$10,000 and had a 133MHz processor! I remember that a single 9GB hard drive cost \$2500 and it had to be used in a RAID in order to be able to keep up with the data rate of full-screen/full frame-rate video. I've had and built many (~100?) PC & Mac systems over the years, usually with expensive real-time effects hardware.

Now I have a quad-core PC with Adobe Premiere Pro CS4, Encore CS4, After Effects Pro with lots of plug-ins (all legal!), Photoshop, GoLive, Sound Forge and no special hardware except for a RAID. My 2nd edit system has a Matrox RTX board, which is good for long-form projects, because it does real-time color correction, chroma-keying, effects and graphic layers without rendering.

My preferred workflow is to cut in Premiere and finish in After Effects, although I also work on projects where delivery time and/or cost are the main consideration. My hope is to work with creative people on fun projects and that everyone involved will be able to take pride in the finished product.

For now, you can find some of my work at ImageWerkz.com or on YouTube, just search for "ImageWerkz"

Specialties

I specialize in not-specializing. As a result, I may upgrade a PC or Mac in the morning, work on a website, shoot a commercial later the same day and edit that night.

Experience

Owner at ImageWerkz Visual Media

June 2003 - Present (5 years 8 months)

Offer professional quality remote video production, editing, post-production and many collateral services such as duplication, DVD/ Multimedia authoring, web video, 3D graphics and special effects/compositing.

Design and build custom PC or Mac based SD and HD video content creation systems. Provide video production/post-production system design, engineering and repair.

Proficient in Adobe Premiere Pro CS4, Photoshop, After Effects and Encore DVD. Also use Adobe Illustrator, InDesign, Audition, GoLive, Sony Sound Forge, Office, Ulead 3D Studio, Pinnacle Commotion Pro and other misc. software and also create Flash movies, javascript and other dynamic web content. Familiar with Final Cut Pro, Mac OSX & other related multimedia creation applications.

Vice President at Garman Productions

October 2000 - June 2003 (2 years 9 months)

Facilitated conversion from linear A/B roll to non-linear production workflow, redesigned computer network, servers and wiring & analog/digital signal routing infrastructure.

Helped improve employee's knowledge and expertise in skills related to video production, video compositing, computer software training & workflow in a computer-based video production environment.

Provided support and training in other areas of expertise such as DVD/multimedia authoring and video compression technologies for the web.

Repaired & maintained all video production equipment including Digital Betacam, BetacamSP, DVCAM, 3/4" VCR's, 1" VTR's, analog/digital video production switchers, effects, CG's and terminal equipment such as sync generators, DA's, analog/digital matrix routers, TBC's, etc.

Gained experience in film production and initiated planning for film & HD video production/post-production.

Also Avid Symphony, Media 100, discreet Flame/Flint/Smoke & Mac's.

Senior Systems Integrator & investor at Industrial Video, Inc.

April 1997 - January 1998 (10 months)

Sales and design of Sony, Panasonic & JVC conventional post-production and Pinnacle non-linear video editing systems and multi-camera video production systems.

Repair and maintenance of video production equipment and technical software and hardware support of computer-based video production systems.

Video engineer at Studio A Productions

1983 - 1984 (1 year)

Designed & maintained multi-format A/B Roll videotape editing system using NEC 1" VTRs, Panasonic M1 VCRs and Sony 3/4" VCRs. Much of the technology was new, patched together and unreliable, to say the least. I had to re-design some of the VTR/VCR interface circuits in order to work at all. My first experience with bleeding-edge technology!

Education

Naval Air Training Station, Millington, TN

Marine Air Traffic Control Communications, 1st in class, Miniature electronic circuits & microprocessors, 1977 - 1978

University of Cincinnati

Completed 1 year, Aerospace Engineering, 1975 - 1976

Purdue University

Summer Seminar, Computer programming, 1973 - 1973

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