

Paul Provost

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VIDEO POST PRODUCTION MANAGER AND DI COLORIST

I've been a video post-production manager and workflow specialist for the majority of my 20+ year career. As a post house owner, I've worked equally on the creative and technical sides—managing, designing, building, and maintaining video post facilities, and as online editor and DI colorist with major directors and cinematographers. From producers to production and post production talent, I'm well-known for building strong client relationships and strategic business partnerships with creatives. At the same time I also focus on the technical side and do beta testing for software and hardware companies who focus on post production and display technologies. An early adopter of the ACES color pipeline, 360 video projects and 4k/60p, I am always in touch with emerging media. A versatile colorist, I have been entrusted to provide the final look and polish to feature films, commercials, and OTT original series.

CAREER HISTORY

Owner / DI Colorist / Color Pipeline Consultant

4K Finish, Glendale, CA June 2012 to Present

I started 4k Finish as a progression from my previous post house to concentrate on providing color correction services full time to existing and new clients, and to leverage newly available color grading systems and emerging display technologies and standards. I built the company from the ground up, using all the latest available technologies as a tape-free, all file-based workflow boutique DI color facility. I built many new relationships providing workflow advice and color grading services to agencies and directors for national brand commercials like GMC, Microsoft and Delta. As early as 2012 I was using the Academy's ACES workflow while it was still in development by the Academy to grade a feature film and In 2013 I completed my first 360 video project. I also have graded episodic TV for traditional cable networks like MTV and Discovery and recently provided color and workflow services for OTT original content series for Hulu and YouTube.

DI Colorist / Post-Production Workflow Consultant

RocketJump, Los Angeles, CA October 2015 to December 2015

RocketJump called me to design their workflow and solve video post-production quality gaps. I was also the lead colorist for their Hulu original series "RocketJump the Show". I worked directly with the creative principals to develop the look of the show, and I did all color finishing and delivery of the picture master. The premise of the show was to demonstrate their ability to create Hollywood level action and effects on a shoestring budget, and the efficiencies I was able to recommend for both their in-house workflow and my color services aided in that goal.

Colorist / Post-Production Workflow Consultant

Riot Games, Santa Monica, CA August 2015 to October 2015

When Riot Games needed an in-house consultant and colorist to work directly with their film director and key stakeholders on a major eSports production, they hired me based on my previous color work and system-integration skills. After reviewing an existing proposal created by an outsourced vendor for their in-house color grading bay, I immediately stopped all proposed purchases and provided a revised solution saving Riot tens of thousands of dollars. I was then able to provide color grading services in their bay for the life of the series.

DI Colorist / Post-Production Workflow Consultant

RocketJump, Burbank, CA September 2014 to November 2014

I was the lead colorist for the award-winning season 3 of "Video Game High School". I worked directly with the creative principals to develop the look of show in time for the "binge watching" season delivery to iTunes, and Google/YouTube. This was a challenging project, navigating through continually changing workflows, VFX revisions, and delivery specs, while meeting the hard delivery date of all episodes at once. The show was ambitiously conceived and prepared for 4k/UHD and high frame-rate delivery, but my recommendation to stay in a more traditional HD standard frame-rate allowed the show to deliver on time, much to the delight of all of the VGHS fanbase.

Consultant / System Integration / DI Color

Stoopid Buddy Stoodios, Burbank, CA June 2014 to October 2014

When Stoopid Buddy Stoodios (Robot Chicken) needed a complete redesign of their in-house finishing facility, their senior management called me in to design and test a new suite for in-house color, finishing, and online bay. I created a new facility plan, designed their systems, and produced a 3D physical environment walk through. I also managed their budget and negotiated equipment purchase and vendor lists. During the lengthy time frame of the install due to ongoing productions, I provided color services at my 4k Finish facility for their web series for WWE, LEGO, and BRATZ as well as commercial campaigns for CHEX Cereal and KREO.

Consultant / System Integration

National University, Los Angeles, CA January 2014 to June 2014

After consulting with their management team and head of dept., I designed, installed, and tested all new color-finishing labs for National University's Digital Cinema MFA program. After analyzing their facility and program needs, I worked within their budget to negotiate with vendors and purchase the right equipment to design a fully integrated system.

Owner / Editor / Colorist

Post + Beam, Santa Monica, CA June 2003 to May 2012

I founded a boutique video post facility in Santa Monica's busy media district to service top-tier clients in commercial production, like Anonymous Content and RSA, talent agencies including WME and ICM, and cinematographers including Claudio Miranda, Gabriel Beristain, Paul Cameron, and many others. Being my first entrepreneurial endeavor, I was able to take the company from zero earnings to high six figure gross in three years while maintaining an enviably high profit margin and providing health insurance and profit sharing to employees. I built a multi-bay facility from the ground up, trained staff, and secured financing to expand both services and business in a new larger location. I designed and supervised an online media review system and interface for clients to digitally deliver and show their work online, replacing the physical delivery of DVD show reels. This ShowreelsOnline.com product was used extensively by cinematographers, production designers, commercial production companies and talent agencies, saving them many thousands of dollars in DVD duplication and shipping costs.

General Manager / Online Editor

Copy Right Video, Santa Monica, CA September 1991 to May 2003

I joined Copy Right Video to manage the staff in two video post/dub house locations in Hollywood and Santa Monica, catering to commercial and television markets. I worked directly with high-profile director and DP clients, including Ridley and Tony Scott, Zach Snyder, Mikael Solomon, and John Toll. We moved and expanded the facility twice, and I designed and implemented workflows and equipment purchases. I transitioned the company and clients from analog to digital tape and the beginnings of early file based media asset management systems. I trained all employees under me and promoted several to replace me in several of my duties to allow my growth in the company. I took the experience I gained from growing this business 20% year over year and left to start my own entrepreneurial company.

EXPERTISE

Client relations and development
Digital Media consultant
System integrator
DaVinci Resolve
Digital Vision Nucoda
FinalCut Pro, Adobe Premiere CC, AVID
Media Composer
Spectralcal Calman Studio

Display monitor calibration
Colorspaces and color science
Broadcast spec network deliverables
Videotape mastering
DVD authoring
Website design
Video compression formats

AWARDS

“Sunken City” – dir: Ryan McLaughlin Winner – Oregon Independent Film Festival 2013

“Jack The Reaper” – dir: Kimberly Seilhamer Winner – Cannes Independent Film Festival

2011 “Girls on the Wall” – dir: Heather Ross 2010 Emmy Award – Best Documentary

Winner – Bermuda International Film Festival 2010 Winner – Chicago International Film Festival 2009

INDUSTRY ASSOCIATION MEMBERSHIPS

SMPTE

HPA

EDUCATION

University of Colorado - Boulder, CO