

## Brett McConnell • Lighting and Compositing

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### EXPERIENCE

- 7 years of production experience in lighting, rendering, use of deep file sets and materials editing
- Experience includes feature films and pre-rendered game cinematics
- Strong interpersonal and troubleshooting skills
- Experienced Supervisor
- Solid compositor

### PROGRAMS & PLATFORMS

Maya/Mental Ray

XSI

Blue Sky Studio's Studio ++

Nuke

Shake

Renderman

Photoshop

Temerity Pipeline

Win/Mac/Linux

### EMPLOYMENT

- 2009**    **Lighting TD, Weta Digital, Miramar, New Zealand**
- Character and environment lighting for *Avatar*
  - Layout, set dressing, pass delivery and base compositing
- 2008-09**    **Senior Lighting TD, Rhythm & Hues, Los Angeles, CA**
- Shot lighting for *Aliens In The Attic: They Came From Upstairs* and *Night At The Museum: Battle Of The Smithsonian*
  - Base compositing and pass delivery
- 2008**    **Lighting TD, Digital Domain, Venice, CA**
- Character and environment lighting for *Speed Racer*
  - Nuke compositing and pass delivery
- 2007-08**    **Lighting TD, Blue Sky Studios, White Plains, NY**
- Character and environment lighting for *Horton Hears a Who*
  - Final Shake compositing and paint fixes
- 2007**    **Materials/Lighting/Rendering Supervisor, Sony Entertainment, San Diego, CA**
- Supervised pre-rendered cut sequences for Playstation 3 title *Lair*
  - Planned and instituted an enhanced workflow, including standardized texture delivery, a materials development phase and improved lighting and rendering protocols
  - Responsibilities included directing in-house production efforts and communicating with the client
- 2006-07**    **Lighting Lead, Sony Entertainment, San Diego, CA**
- Lead lighting and rendering artists for E3 trailers *Lair* and *Killzone*
  - Responsibilities included MentalRay lighting, layer breakout, rendering of color, normal, motion vector and ambient occlusion passes
- 2005-06**    **Lighting TD, Blue Sky Studios, White Plains, NY**
- Character and environment lighting for *Ice Age II: The Meltdown*
  - Final Shake compositing and paint fixes
- 2005**    **Lighting TD, Omation, San Clemente, CA**
- Character and environment lighting for *Barnyard The Movie*
- 2004-05**    **Environment Lead, Sony Entertainment, San Diego, CA**
- Lead environment artists on cinematics featured in Sony Playstation titles: *SOCOM 3*, *SOCOM PSP* and *MLB 2006*
  - Responsibilities included set composition and dressing, modeling, texture painting, UV mapping, lighting and rendering with Maya and MentalRay
- 2003-04**    **Production Artist, EYEBEAM, Brooklyn, NY**
- Awarded Production Artist Fellowship
  - Lead model, texture and lighting artist on multiple film and video projects, including international film director Shirin Neshat's *Mahdokht*
- 2003**    **Layout Lead, RhinoFX, New York, NY**
- Lead layout artist for Lugz, Shadow Flex spot

### EDUCATION/TRAINING

- 2001-03**    New York University, Center for Advanced Digital Applications  
Masters of Science in Digital Imaging and Design, concentration in texturing
- 1992-97**    State University of New York, College at Fredonia  
Bachelor of Fine Arts, concentration in painting and sculpture