

Brett McConnell • Texturing, Lighting and Compositing

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EXPERIENCE

- 8 years of production experience in texturing, lighting, rendering, use of deep file sets and materials editing
- 13 years of professional digital imaging experience in scanning, color correcting and retouching
- Look development training in Lighthouse and Wren at Rhythm & Hues
- Experience includes feature films and pre-rendered game cinematics
- Strong interpersonal and troubleshooting skills
- Experienced Supervisor
- Solid compositor

PROGRAMS & PLATFORMS

Renderman
Lighthouse/Wren
Mental Ray

Nuke
Shake
Icy

Photoshop
Maya
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 work-flow, 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* commercial

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