

# Lighting/Compositing Reel Breakdown

Run Time: 2½ Minutes

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949-302-2085

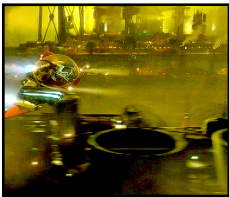
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**Star Craft II: Wings of Liberty - Lighter:** Old Rivals

**Description:** Lighting and compositing.

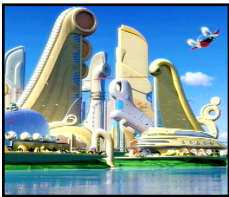
**Software Used:** Maya, RenderMan, Nuke



**Meet the Robinsons - Sequence Supervisor:** First Shot of Industrial Environment

**Description:** Worked with Art Director and upstream departments to bring assigned sequences from 2d concept stage to finished 3d realization. Duties included bidding, scheduling, scene planning, lighting, compositing and look development, matte painting and lighter supervision.

**Software Used:** Maya, Disney Proprietary Lighting software, Renderman, Shake, Photoshop



**Meet the Robinsons - Sequence Supervisor:** Multiple Shots

**Description:** Worked with Art Director and upstream departments to bring assigned sequences from 2d concept stage to finished 3d realization. Duties included bidding, scheduling, scene planning, lighting, compositing and look development, matte painting and lighter supervision.

**Software Used:** Maya, Disney Proprietary Lighting software, Renderman, Shake, Photoshop



**Shark Tale - Lead Lighter:** Multiple Shots

**Description:** Look development. Setup light rigs, compositing scripts and documentation for lighters to propagate this look throughout the sequence. Also supported the sequence lighters. Other shots shown represent more examples of the rigs, scripts, etc.

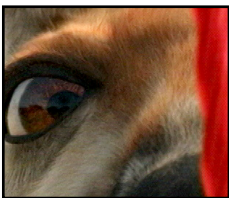
**Software Used:** Maya, Dreamworks Proprietary Lighting Software, Renderman, and Shake



**Kangaroo Jack - Lighting Supervisor:** Multiple Shots

**Description:** Developed Renderman shaders, painted textures on jacket and props, developed lighting look to integrate CG Kangaroo into background plates, developed starting lighting rig to propagate the look to artist's shots. Also trained lighters.

**Software Used:** Maya, Disney Proprietary Lighting Software, Renderman, Shake, Photoshop and Studio Paint



**Kangaroo Jack - Lighting Supervisor:** Twizzler Shots

**Description:** In addition to the description for the previous Kangaroo Jack shots, I also developed the sub-surface scattering look for the twizzler shots.

**Software Used:** Maya, Disney Proprietary Lighting Software, Renderman and Shake



**Star Wars Episode I - Lighting TD:** Pod Race Shots

**Description:** Lighting and compositing for the pod racers, effects elements and backgrounds.

**Software Used:** Maya, ILM Proprietary Lighting & Compositing Software, Renderman and Mental Ray



**Star Wars Episode I - Lighting TD:** Hanger Battle Shots

**Description:** Lighting and compositing for the effects elements and backgrounds.

**Software Used:** Maya, ILM Proprietary Lighting & Compositing Software, Renderman and Mental Ray



**Star Wars Episode I - Lighting TD:** Look Development Work

**Description:** Painted and applied textures and developed shaders for the pod racers and vehicles.

**Software Used:** ILM Proprietary Lighting Software, Photoshop and Renderman

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**The Haunting - Lighting/EFX TD:** Demon Shots

**Description:** Created particle smoke effects.

**Software Used:** Maya

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**Saturn EV1 Commercial - Lighting TD:** Multiple Shots

**Description:** Lighting and compositing for the appliances, effects elements and backgrounds.

**Software Used:** Maya, ILM Proprietary Lighting & Compositing Software, Renderman and Mental Ray

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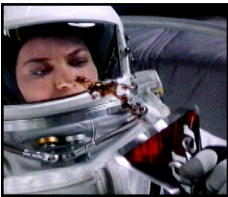


**Wonderful World of Disney - Lighting TD:** Castle Shot

**Description:** Animated lights and buildings to achieve building top to castle transformation.

**Software Used:** Maya, MTOR and Renderman

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**Mission To Mars - Lighting/EFX TD:** Multiple Shots

**Description:** Particle simulation, shaders and lighting.

**Software Used:** Maya, MTOR and Renderman

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