

PATRICK O'BRIEN

LIGHTING, COMPOSITING, AND 3D GENERALIST

Los Angeles, CA
patrick@patrickobrienart.com
(832) 651-5812

EDUCATION

SEPT 06 – May 08

TEXAS A&M UNIVERSITY COLLEGE STATION, TX

MS in Visualization Sciences

SEPT 04 – May 06

UNIVERSITY of ST. THOMAS HOUSTON, TX

Minor in Mathematics

SEPT 96 – May 01

UNIVERSITY of ST. THOMAS HOUSTON, TX

B.A. in Management Information Systems

Online reel & website:
www.patricklobrienart.com

References & Extended
Experience Information
Available Upon Request

EXPERTISE

LIGHTING

Knowledge and experience of basic and advanced cinematic lighting. Experience in sequence setup / key lighting, shot lighting, and supervising lighting production on feature animation. Exposure to a variety of 3D lighting tools including Maya, Houdini and proprietary toolsets.

COMPOSITING

Understanding of compositing techniques and workflows. Specifically, experience with Nuke for keying, grading, rotoscoping/painting, working with render passes for final integration, and channel manipulation. Additional experience with Nuke's 3D toolset for fixing technical problems using projections and use of Nuke for reflections using cards and point data.

3D GENERALIST

Exposure to hard body modeling in Maya using polygons and subdivision techniques. Basic modeling knowledge of good edge flow and edge spacing, uv layout to avoid distortion, and breaking down complex shapes into simple primitives. Knowledge of texturing and material development. Practice in creating realistic textures for products and exposure to Mari and Photoshop. Skill in developing the look of environments and characters. Practice in prototyping shader networks and using compositing to experiment with look development.

SOFTWARE / WORKFLOW DEVELOPMENT

Experience in working with users and developers to develop software. Helped guide Dreamwork's current lighting tool features and UI development. Practice in listening to users and translating needs to the software developers. Ability to understand technical workflows and limitations and translate to users. Serve on numerous advisory board and studio task forces for lighting and compositing workflows.

EXPERIENCE

LIGHTING LEAD / 3D GENERALIST, NOVA

OCT 2016 – PRESENT

- At Nova helped lead material development for the creative team material library. Established lighting practices and assisted modeling and surfacing on products such as Coke, Bentley, Tommy Hilfiger, and Louis Vuitton. Worked with clients to understand needs and communicated those needs back to the creative team. Primary lead on ray tracing development requirements for Nova. Assisted artist tools script development in Maya.

LIGHTING LEAD, DREAMWORKS ANIMATION

MAR 2010- SEPT 2016

- **Trolls.** (NOV 15 – SEPT 16). Created show lighting and compositing rigs and standards. Setup, supervised, and lit sequences. Established Matte Painting and Lighting Department integration for large scale sets.

- **Kung Fu Panda 3.** (APR 14 – NOV 15). Created show lighting and compositing rig setups and standards. Setup, supervised, and lit sequences. Established look of 2D world for show.
- **How to Train Your Dragon 2.** (NOV 12 – MAR 14). Created show lighting and compositing rig setups and standards. Look development for ice and water on show. Setup and lit sequences.
- **Turbo.** (APR 12 – OCT 12). Lead first team of lighting artists in using Dreamworks new lighting package. Developed lighting rigs and helped drive the software's development.
- **Madagascar 3.** (SEP 11– MAR 12). Setup and lit sequences and helped develop look of paint on the main characters.
- **Puss in Boots.** (APR 10 – SEP 11). Setup and lit sequences.

LIGHTING ARTIST, DREAMWORKS ANIMATION

JUL 09 - MAR 10

- **Shrek 4.** (FEB 09 – MAR 10).
- **Monsters Vs. Aliens** (JUL 09 – FEB 09).

SOFTWARE EXPOSURE

- Arnold
- Dreamworks Animation's Proprietary Tools
- Maya
- Mari
- Moonray (proprietary ray tracer)
- Nuke
- Photoshop
- Python
- V-Ray