

Martin Blunden – Lighting TD / Generalist

Email: martin.hezza@gmail.com
Phone: 07712 042333
Showreel: <http://vimeo.com/36639551>

SUMMARY

- 8 years experience working across a broad range of TV commercials, longer format documentaries and features.
- Used to working closely with directors and clients as a CG Supervisor or project lead while liaising with production to meet deadlines and budget constraints.
- Good technical knowledge of all stages of post-production.
- Keen interest in traditional photography and lighting.

EXPERTISE

- **Skills:** Lighting and technical aspects of rendering and scene assembly, Compositing, Modelling, Texturing, Camera Tracking and strong problem solving skills.
- **Software:** Maya, MEL, Python, Arnold, Renderman (inc RSL, SLIM, RIB structure) V-Ray, Mental Ray, Nuke, Photoshop, Boujou, PFTrack, Z Brush and Mudbox
- **Operating Systems:** Linux (Fedora, Ubuntu) Windows

PROFESSIONAL EXPERIENCE

MPC (Commercials) Lead VFX Artist (*June 2013 - July 2014*)

Worked on commercials for brands such as Chanel, Smirnoff, Baileys, Lacoste, Lexus and Ford. Other duties included regularly quoting on jobs, attending agency/client meetings and supporting artists.

Cinesite Lighting TD (*March 2013 - June 2013*)

Worked on 300: Rise of an Empire as a Lighting TD. Tasks included lookdev'ing lots of weapons, lighting 20+ wheat field shots and a similar amount of set extension/crowd shots in the Parthenon sequences.

Prime Focus Broadcast Technical Director (*June 2012 - December 2012*)

Worked across several projects in senior and lead positions. Setup V-Ray pipeline and established working practices between lighters and comp. Clients include BBC, Nat Geo, Discovery.

Aardman Animations Lead Technical Director/CG Supervisor (*June 2011 - June 2012*)
Technical Director (*September 2009 – June 2011*)

My time at Aardman involved working on all aspects of production with increasingly senior roles, leading to being CG Supervisor on several large commercial projects and internal short films.

422 South Senior Generalist (*August 2006 – August 2009*)

Worked on several projects including Britain from Above for BBC1, Draining the Ocean for Discovery and Peoples Millions for ITV. Also worked on many shows for National Geographic, PBS, History Channel etc.

EDUCATION

2002 – 2005 BA 3D Computer Animation (hons) – Swansea University

2000 – 2002 Part-time life drawing and portrait studies classes

Martin Blunden - Showreel Breakdown

Lacoste - CG Supervisor

Worked through many variations of cloud style using various techniques of maya fluids and Arnold. Extension of hero building and additional buildings added to BG.

Smirnoff - Senior Artist

LookDev'd several of the snakes and worked on various shots, lighting, proxy geo, tech anim etc.

Chanel - CG Supervisor

Main work was the end bottle shot which is completely CG but was also involved in more complicated tracking shots, set extensions and screen placement.

Lexus - CG Supervisor

Shaded and lit the flower.

Bailies - Senior Artist

Worked across the commercial, lighting, modelling, figuring out how to transition between shots and lighting the pack shot.

Bet 365 - Lead Artist

Mammoth multi commercial project, did a little bit of everything, pipeline/R&D, scripting, modelling, texturing, animation, lighting.

300: Rise of an Empire - Lighting TD

Tasks included lookdev'ing lots of weapons, lighting 20+ wheat field shots including a couple of hero ones and a similar amount of set extension/crowd shots in the Parthenon sequences.

Serta Sheep - CG Supervisor

Involved from initial pre-production meetings through to final delivery, including on set supervision in Chicago and data capture (pano hdr's, clean plates etc). Look dev'd wool, tracked shots in pftack and developed pipeline working closely with lighters and compositors.

Pythagasaurus - CG Supervisor (<http://www.youtube.com/watch?v=Q5cab4NMHsY>)

Pythagasaurus was an in-house short film directed by Peter Peake which I worked on during downtime between commercial projects. My responsibilities included CG supervisor, extensive texturing of environments and characters, grooming of hair and lighting of several shots.