

# Brett McConnell • Lighting and Compositing

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## EXPERIENCE

- 12 years production experience in lighting, rendering and compositing
- Feature film experience including live action and multiple animated features
- Produced both pre-rendered and in-engine game cinematics
- Organized and supervised production pipelines for texturing, materials, matte painting, lighting, compositing and final output
- Experience in numerous 'off-the-shelf' and proprietary production pipelines
- Strong team leader with experience managing in-house and off-site artists
- Collaborated closely with producers and art directors on multiple projects to deliver quality sequences on time and on budget
- Broad generalist foundations—comfortable trouble shooting and communicating across departments and disciplines
- Received formal fine arts and film training

## PROGRAMS & PLATFORMS

### 3D Packages

XSI  
Maya  
3ds Max

### Compositing

Nuke  
Fusion  
After Effects

### Rendering

Mental Ray  
Renderman  
Furry Ball  
Starcraft II Engine

### Other

Photoshop  
Premiere Pro  
Win/Mac/Linux

## CREDITS

### Films

- *Adventures of Tintin*
- *Avatar*
- *Alvin and the Chipmunks: The Squeakquel*
- *Night At The Museum: Battle Of The Smithsonian*
- *Aliens In The Attic*
- *Speed Racer*
- *Horton Hears a Who*
- *Ice Age II: The Meltdown*
- *Barnyard*
- *Women Without Men*

### Games

- *StarCraft II: Legacy of the Void*
- *Warlords of Draenor*
- *StarCraft II: Heart of the Swann*
- *Resistance 3*
- *Resistance 2*
- *Lair*
- *Killzone: Liberation*
- *SOCOM 3: U.S. Navy Seals*
- *SOCOM: Fireteam Bravo 2*
- *SOCOM: Fireteam Bravo*
- *MLB: 2004*

### Commercials/Trailers

- *Heroes of the Storm—Johanna Trailer*
- *WoW – Age of Iron Trailer*
- *Lords Of War Parts 1-5*
- *Warlords of Draenor—Wish You Were Here Trailer*
- *Hearthstone—Heroes of Warcraft Cinematic*
- *Mists of Pandaria—Siege of Orgrimmar Trailer*
- *Lair – E3 Trailer*
- *Lugz: Shadow Flex*

## EMPLOYMENT

### Blizzard Entertainment

2011—current

### Senior Cinematics Artist

in-game set and character lighting, GPU lighting and rendering, After Effects compositing

### Evolve CG Conference

2011

### Featured Speaker

presentation for students regarding how their choices and approach will impact their careers

### Weta Digital

2009 & 2011

### Lighting TD

multiple projects shot lighting, base compositing in Shake and/or Nuke and final pass delivery

### Sony Playstation

2004—11

### Lighting Supervisor/Lighting Lead/Environment Artist

multiple projects as contractor, functioning as Supervisor and/or Lead on several projects

### Rhythm & Hues

2008—09

### Senior Lighting TD

multiple projects in proprietary workflow, shot lighting, base compositing, pass delivery

### Digital Domain

2008

### Lighting TD

shot lighting in Mental Ray, base compositing in Nuke, pass delivery

### Blue Sky Studios

2005-06 & 2007-08

### Lighting TD

multiple projects shot lighting, some master lighting, final compositing and paint fixes in Shake

### EYEBEAM

2003—04

### Digital Artist

models, materials, texturing, lead lighting and rendering on multiple independent films

### RhinoFX

2003

### Layout Artist

models, set composition and set dressing for commercials

## EDUCATION

2001-03

**Masters of Science**, New York University, Center for Advanced Digital Applications

1992-97

**Bachelor of Fine Arts**, State University of New York, College at Fredonia