

rob au

1927 Curtis Ave • Redondo Beach, CA 90278

OBJECTIVE

Creative and technical visual effects artist with experience in state-of-the-art technologies. Skilled in aesthetic creation of imagery as well as pipeline and tool development. Highly motivated with good team management and leadership skills. Able to address issues from both the artistic and technical aspects to find the best possible solutions.

PROGRAMS AND SYSTEMS

- Mac and Linux systems with some csh scripting
- R&H proprietary software
- Maya 3D animation software with an aptitude for mel scripting and tool building
- Renderman/Slim and Mental Ray rendering software
- PFTrack and Syntheyes tracking software
- Shake compositing software and Photoshop

EXPERIENCE

Lighting R&D, Rhythm & Hues

November 2009 - Present

- Development of new lighting protocols and tools for future production lighting pipelines

"Alvin and the Chipmunks: The Squeakquel", Rhythm & Hues

June 2009 - November 2009

Lighting Lead

- Development of scripts and tools to help work flow for team and shot lighting
- Overseeing and aiding in shot setup and lighting continuity
- Helping with technical issues as well as understanding aesthetics with in the sequence
- Working with Sequence and Lighting Supervisors to be sure show and team needs are met.

"Land of the Lost", Rhythm & Hues

June 2008 - May 2009

Environment/Lighting Lead

- Working with Digital Supervisor and Environment Supervisor to develop a new studio work flow for creating set extensions and full cg environments
- Lead a team of 8 lighters and 12 matte painters to complete over 600 shots
- Worked with software and pipeline departments to help develop new software and protocols for projecting matte paintings
- Also involved in building many of the lookdev and lighting processes at the beginning of production along with the 2d lighting templates
- Shot work including layout, lighting, animating, painting, and lookdeving for shots

"Mummy 3: Tomb of the Dragon Emperor", Rhythm & Hues

October 2007 - July 2008

Lighting Artist

- Creation and maintenance of 2d lighting templates
- Creation of turntable worlds for character studies
- Wrote tools to aid lookdev artists to put characters into turntable worlds

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- Created color correction protocols to help scene lighters stay in sync with bg color changes
- Helped with technical issues for sequence lighting leads and artists and shot lighting

"The Golden Compass", Rhythm & Hues

April 2007 - October 2007

Lighting Artist

- Lighting/rendering characters as well as file/asset management
- Software UI development/Testing Team
- Aided in creation of new software manual for proprietary software

Various Projects, LDS Motion Picture Studio

October 2006 - March 2007

Compositor

- Restoration of optical effects of historical film
- Logo removals, bg prep and background replacements
- 3d environment walk throughs, including modeling, texturing, lighting, compositing
- Software: Shake, Maya, Mental Ray, PhotoShop

"Night at the Museum", Rhythm & Hues

June 2006 - October 2006

Jr. Lighting Artist

- Lighting/rendering characters as well as file/asset management

"Joseph" and other projects, LDS Motion Picture Studio

June 2005 - April 2006

Jr. Compositor/Pre-viz Artist

- Compositing, rotoscoping and creation of light effects in Shake
- Cg mock-ups to aid in shot visualization in Maya

EDUCATION

Brigham Young University, Provo UT

1998-2006

- Animation BFA program, BA History program
- Producer and Director of Animation, "Der Ostwind", an official 2007 Sundance Film Festival selection and winner of "Best Action Adventure Film" at Comic Con 2006
- Effects/Compositing Artist, "Noggin", winner of *The Academy of Television Arts and Sciences* 2006 Student Emmy
- Character Effects, "Las Pinatas", winner of *The Academy of Television Arts and Sciences* 2007 Student Emmy

REFERENCES

- Darrin Wehser, Environment Supervisor Rhythm, & Hues
dwehser@rhythm.com
- Greg Steele, Digital Supervisor Rhythm, & Hues
gsteele@rhythm.com
- Doug Stewart, Supervisor, LDS Motion Picture Studios
doug@dogstew.com
- Kelly Loosli, Professor, BYU
k_Loosli@byu.edu

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