

# Brent Elliott

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## Objective

A technical director position in animation or visual effects, using my experience in problem solving, delivering shows, and simplifying the complex.

## Profile

Look Development TD / Lighting TD / Generalist

Lighting, shaders, pipeline development, scripting, GUIs, rendering, compositing, modeling, texture painting, UVs

Software experience: Katana, Arnold, V-Ray, Renderman, Mari, Maya, Python, MEL, mental ray, Nuke, Shake

## Work Experience

**Digital Domain** 1/2011 - 2/2013, 7/2015 - present

*Look Development / Lighting TD*

Hero character, vehicle and environment look development

Setting up lighting and material templates and guiding the look development team on standard practices

Lighting using both pass-based Renderman pipeline, and a physically-based Arnold and V-Ray pipelines

Look development and lighting using DD's first Katana pipeline, working closely with pipeline TDs to test the workflow

**Sony Pictures Imageworks** 2/2013 - 2/2014, 3/2015 - 7/2015

*Senior Lighting TD*

Photorealistic and animated feature lighting using a Katana and Arnold pipeline

Trained new arrivals to the Alice 2 lighting team in Katana and facility standards

Final compositing in stereo

**Industrial Light & Magic** 3/2014 - 7/2014, 10/2014 - 3/2015

*Senior Lighting TD*

Hero character lighting for plate integration

Look development with physically based shaders

**Weta Digital** 7/2014 - 11/2014

*Lighting TD*

Lighting with proprietary Manuka renderer

Worked closely with shader developers on tests for a high-profile head replacement project

**ImageMovers Digital** 9/2008 - 12/2010

*Look Development TD*

Look development on hero characters, costumes, and all crowd and background characters  
Wrote workflow enhancement scripts for the surfacing department, including a user-friendly GUI for assembling assets from multiple departments into a ready-to-render turntable

**The Jim Henson Company** 6/2005 - 8/2008

*Lead Technical Director / Look Development / Pipeline Developer*

Worked closely with art directors to develop CG look for multiple shows  
Supervised lighting and texturing teams, reducing render farm memory usage by 50% with custom optimization tools  
Developed pipeline, baking, rendering and scene assembly tools

**Gnomon School of Visual Effects** 4/2008 - 9/2008

*Instructor / Look Development*

Created and instructed Gnomon's first Look Development curriculum  
Designed a class wiki where students received continually updated notes and answers to questions

**Education**

Gnomon School of Visual Effects - CG Certificate (3/2003-12/2004)