

# Jason Emmendorfer

Senior Lighting Artist (he/him)

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## EXPERIENCE

### Blue Sky Studios, Greenwich, CT — Sr. Lighting TD

March 2021 - April 2021

### Blue Sky Studios, Greenwich, CT — Lighting TD

June 2015 - March 2021

- Learned new Houdini/Solaris/USD/Renderman lighting workflow for most recent production.
- Worked with lighting lead and artists across pipeline to achieve film style established by art director and lighting supervisor.
- Comfortable using lighting/compositing software to match color keys, master shots, surrounding shots, or establish lighting in new scenarios.
- Responsible for troubleshooting issues, debugging scripts, and optimizing complex shots to meet tight deadlines.
- Thorough understanding of color theory, direct/indirect lighting, and exposure.
- Assisted lighting lead in development of procedural lighting database for the cityscape of Washington D.C. on *Spies in Disguise*.
- Oversaw completion of sequence lighting when lead was on leave.
- Created camera based, depth of field (DOF) tool/workflow in Nuke for the lighting department to use as new show standard.
- Involved in ongoing initiative to allow upstream departments to pre-visualize DOF established by lighting/layout in daily work.
- Collaborated with compositing lead to develop sequence based Nuke gizmos to help achieve look requested by art director.
- Upgraded, documented, and created instructional videos for proprietary Nuke nodes and gizmos.
- Assisted with work in compositing and set extension/skies departments on over 200 shots.
- Mentored new lighting artists as they acclimated to CGI Studio++.

### Blue Sky Studios, Greenwich, CT — Lighting TA

December 2012 - June 2015

- Assisted shot lighters on complex shots by creating layer breakouts to improve efficiency and optimize renders.
- Trained new Lighting TAs during crunch on *Epic*.
- Created accompanying training documentation materials.

REFERENCES AVAILABLE UPON REQUEST

## FILMOGRAPHY

Untitled Shorts (Disney+)  
Spies in Disguise  
Ferdinand  
Ice Age: Collision Course  
No Time For Nuts  
The Peanuts Movie  
Rio 2  
Epic

## SOFTWARE

Houdini, Solaris, Nuke, USD, Maya, Adobe Creative Suite, Davinci Resolve

RenderMan, Arnold, Vray, Karma, Mental Ray, CGI Studio++

Python, PyQt, TCL, MEL, HTML, CGI Studio++ Code

Linux, Windows, Mac

Shotgun, Confluence, Jira

## SKILLS

Lighting

Compositing 2D/3D

Programming

Photography

Traditional Filmmaking

HDR/LUT Workflow

Graphic Design

Video Editing

## EDUCATION

SCAD  
MFA Visual Effects  
2010 - 2015

University of Michigan  
BA Film Production  
2004 - 2009