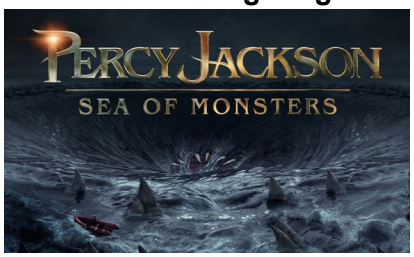
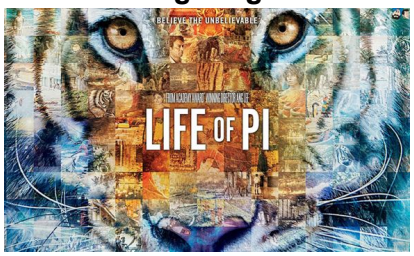
Kiel Pease

kielpease@gmail.com

Demo Reel Breakdown

Sr. Visual Effect Artist **Raytheon**	**Misc Projects, Products and Programs (2013-present)** -Various aspects of each shot: Storyboarding, Modeling, Texturing, Animation, Lighting, Rendering, FX, Scripting/ Coding, Cut editing, and task management.

Assoc. Lead Lighting TD 	**Percy Jackson: Sea of Monsters (2013)** -Generated background ocean waves and rippled surfaces -Tested and developed shaders for fx surfaces, points, and volumes to create ocean churn, foam, mist, and splashes -Scripted expressions for water aeration on ocean shader -Lit and rendered fx water elements and hippocampus character using Houdini's Mantra renderer -Worked with lookdev dept to develop hippocampus character lookdev and 'wet look' -Contributed in development of R+H's proprietary compositing package 'Crom' in the show's pipeline

FX Lighting TD 	**Life of Pi (2012)** -Generated bg ocean waves and rippled surfaces in Houdini -Developed wave movement to match foreground plate motion and some fx elements -Tweaked water shader to match bg plate environment -Lit and rendered fx water elements in Houdini's Mantra renderer -Worked within a stereoscopic pipeline

Lighting TD 	**Alvin and the Chipmunks: Chipwrecked (2011)** -Setup lighting rig for chipmunks and clothing/props -Developed shader lookdev for Simon's torn sweater seaweed bandana, gold crown, and Alvin's wet sweater -Animated light rig intensities to match bg plate's lightning effect -Lit and rendered all character fg elements with R+H proprietary renderer 'wren'

Lighting TD 	**Mr. Poppers Penguins (2011)** -Setup the character lighting rig and HDRI for the penguins -Controlled contribution for character to character and track geometry to character shadows/global illumination -Lit and rendered cg characters and reflections with R+H proprietary renderer 'wren'

Lighting TD 	**Hop (2011)** -Setup lighting rig and HDRI for the sleigh, “Chunny”, scepter, and *Massive* crowd chicks. -Attached lights to sceptor and sleigh to match animation -Controlled track geo shadow contribution for track character to bunny and vice versa. -Lit and rendered characters and reflections with R+H proprietary renderer ‘wren’