Bertrand Bry-Marfaing
Curriculum Vitae

<u>Contact</u>

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<u>Work Experience</u>

Lead Lookdev TD, Sony Pictures Imageworks   April '16 to present
Project: Smallfoot

I'm currently working on the lookdev of hero characters, the setup for generic characters variation, as well as infrastructure aspects of the lighting and lookdev tools.

Lead Lighting TD, Sony Pictures Imageworks   July '15 to March '16
Project: Alice Through the Looking Glass

I worked with close collaboration with the FX team for the look and efficiency of the environment composed of incredibly high amount of geometry. The walls of the building were made of vines and leaves.

I had a just handful of lighters in my team, but my sequences were small.

Senior Lighting TD, Sony Pictures Imageworks   Jan. '15 to July '15
Project: Hotel Transylvania 2

This was my first project at Sony. I lit shots based on the clients requirements. This film is so much fun, you should watch it if you haven't.

Lead Lighting-Lookdev, MPC (Vancouver)   Oct. '13 to Nov. '14
Projects: Maleficent, Jersey-Boys, Night-at-the-Museum III

Before the artists start on the show, I set up the lighting and look-development working environments. Then I assign the tasks and monitor their progress, offering artistic and technical feedback and advice to the artists. I also present the material developed by my team to the supervisors and ensure that their feedback is addressed. I worked on Maleficent (mostly full CG environments and creatures), Jersey Boys (set extensions and digi-doubles), and Night at the Museum 3 (full-frame hard-surface creatures).

Lighting Technical Artist, P I X A R – Canada (Vancouver)   Sept. '10 to Oct. '13
Project: Pixar shorts

I was doing "master" light rigs to be used on the sequences, starting from a color key, and with a constant dialog with the lighting director, set designer, DOP and director, finessing the look of the sequences. I also had to make sure that the render speeds were under control. I would also offer technical support to the lighters using my setups. I also did shot lighting, bringing the shots to Pixar's high quality standards.

Lead Lookdev TD, Framestore (London)   Nov. '09 to July '10
Project: Your Highness (feature film)

I lead the lookdev team on this small project. Most of my work was on a fleshy creature.

Senior Lookdev-Lighting TD, Framestore (London)   June '09 to Nov. '09
Project: Avatar (feature film)

Oscar, Best Visual Effects 2010

I started on the project doing look development. This was particularly challenging because we received from Weta the models and textures, and I had to find out how the "ingredient" were used to achieve the same look. I also designed and developed some workflow tools specific for the production both for the lookdev and lighting teams. I wrote a few coshaders, or modified existing shaders into coshaders for the production. And I also did the lighting of shots.

Lead Lighting TD, Framestore (London)   Nov. '08 to June '09
Project: Where the Wild Things Are (feature film)

I did the look development of a character, lead a small team (assigning shots, making sure of the quality and consistency), and lighting shots. The elements that were full CG were the eyes and lips. The rest of the face was rendered as well, but were using the filmed images. This was a great work of integration.

Shader Writer, independent project (London)   winter '09
Project: The hunt for Gollum (independent film)

Wrote the Renderman shader in RSL for the character Gollum.

Lighting Supervisor, Framestore-Animation (London)   June to Nov. '08
Surfacing TD, Framestore-Animation   Sept. '07 to May '08
project: The Tale of Despereaux (full CG feature film)

My tasks as Lighting Supervisor included assigning shots and ensuring of their progress, finding technical solutions for challenging shots (which required writing shaders and scripts), giving artistic feedback and solving problems (examining ribs, shaders, maya scenes, pointclouds, etc.). I lead a team of about 10 people, but it grew to 14 people at some point. And I also lit a few shots.

Pipeline TD, Beyond FX (Montreal)   Nov. '06 to July '07
Project: Empire Earth III, opening cinematic (full CG)

Lighting TD, Animal Logic (Sydney)   June to Oct. '06
Project: Happy Feet (full CG feature film)   **Oscar, Best Animated Feature Film 2007**

Lead Lighting Artist, Modelink (Montreal)   Nov. '04 to Feb. '06
Project: Free Jimmy (full CG feature film)   **Cristal, Best Feature, Annecy 2007**

Lighting Artist, DAMN FX! (Montreal)   May to July '04
Project: Fungus the Bogeyman (tv series)

Lighting Artist, Lone Monkey Studios (Montreal)   Sept. to Nov. '03
Project: Fungus the Bogeyman (tv series)

Academic Training

Bachelor of Fine Arts, with distinction, GPA 3.99
Concordia University, Montreal, 2003
Major: Electroacoustic Studies
Minor: Digital Image and Sound in the Fine Arts

Awards
The Music Prize 2003
Faculty of Fine Arts Development Fund Scholarship 2002

Competences

Scripting languages: Python, RSL, PHP, Javascript
Softwares: Katana, Nuke, Maya
Fluent in both English and French (Canadian citizenship)

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www.3db-site.com
Demo reel available on the web-site.