

## **Bertrand Bry-Marfaing Demo June 2010**

### **Shot Breakdown**

0:07 to 0:23

Project: **AVATAR**

Position: **Senior Lookdev-Lighting TD**

*Done the lookdev of the truck and the ampsuit (the robot), and the lighting of these shots. I did quite a bit of shader writing and workflow tools (MEL and Python).*

0:23 to 0:35

Project: **Where The Wild Things Are**

Position: **Lead Lighting TD**

*Have done the lookdev of a creature and lead a small team of lighters. Only the eyes and mouths were full cg. I did the lighting of these shots.*

0:35 to 0:50

Project: **The Tale of Despereaux**

Position: **Lighting Supervisor**

*I started off as Senior Lookdev TD where I wrote a lot of workflow tools (MEL), then switched to the lighting department as a Lightng Supervisor, leading a team of up to 15 people. I did the lighting of these shots.*

0:50 to 1:14

Project: **HAPPY FEET**

Position: **Lighting TD**

*I did the lighting of these shot. I setup the light rig for the sequence of the shot starting at 1:04.*

1:14 to 1:23

Project: Cinematic for **Empire Earth III** game

Position: **Technical Director**

*I did the lighting and compositing setups for the cinematic. Also did some lookdev, and a lot of tools (MEL and Python).  
I did the lighting of these shots.*

1:24 to 1:34

Project: **Free Jimmy** (full CG feature)

Position: **Lead Lighting Artist**

*I lead a small team of lighters, wrote a few workflow tools (MEL). I did the lighting of these shots.*