

Eric Schultz

Lead Lighting & Look Dev Artist

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Recommendation Letters Upon Request

Reel Password : RedRedemption08!

WORK EXPERIENCE :

Luma Pictures | Vancouver, BC | February 2022 - April 2024

Lead Lighting Artist:

- Responsible for directing lighting artists in Luma's LA and BC offices across multiple shows while helping them meet scheduled deadlines by trouble shooting scenes and creating render optimizations.
- Spearheaded the creation of light rigs and scene templates for other artists to use on a sequence and show level in order to light shots in Katana using the Arnold render engine such as the nuclear power plant sequence in the film *Godzilla X Kong : The New Empire*.
- Fostering a highly cooperative team environment on all projects allowing for effective collaboration and exchanging of methods and ideas to create the best visual look in shots.
- Worked with the production team and my supervisors with assigning shots to artists and giving artistic feedback to artists.
- Created simple comp templates in Nuke for artists to help present their renders to supervisors.
- Tasked with doing the final pass of look dev for character assets as well as doing fx and environment look dev in shots.
- Worked with our Dev and Pipeline team to give feedback and test out new tools before being fully released.
- Created documentation for artists to reference on the latest pipeline tools and workflows being used at the studio as well as documentation on the different sequences I was heading on projects.

Lighting Sequence Lead:

- Responsible for the creation of light rigs and templates for other artists to use on a sequence and show level in order to light shots in Katana using the Arnold render engine such as the parasite alien sequence in the bar in the streaming film *Rebel Moon : A Child of Fire*.
- Helped artists troubleshoot their shots and optimize complex scenes and assets.
- Created simple comp templates in Nuke for artists to help present their renders to supervisors.

Senior Lighting Artist:

- Responsible for the lighting of hero CG shots in Katana using the Arnold render engine in order to help concept the lighting look for a sequence while also optimizing complex scenes and assets for rendering.
- Created basic comps of renders in Nuke for presenting to the supervisors and giving comp a starting point.

DNEG | Vancouver, BC | January 2017 - February 2022

Lead Lighting Technical Director:

- Responsible for the creation of light rigs and scene templates for other artists to use on a sequence and show level in order to light shots in Isotropix Clarisse such as the train crashing sequence in the film *Bullet Train*.
- Mentoring new hires by getting them up to speed on our pipeline and helping artists troubleshoot their shots and optimize complex scenes and assets.
- Fostering a highly cooperative team environment on all projects allowing for effective collaboration and exchanging of methods and ideas to create the best visual look in shots.
- Worked with the production team and my supervisors with assigning shots to artists and giving artistic feedback to artists.
- Responsible for look deving the shading of fx and environment assets in sequences and shots.
- Creation of simple comp templates in Nuke for artists to help present their renders to supervisors.
- Writing up project documentation so artists had a point of reference on the different sequences we were working on and the workflows being used.

Senior Lighting Technical Director:

- Responsible for shot and sequence lighting in Isotropix Clarisse in order to help concept the lighting look for a sequence while also optimizing complex scenes and assets for rendering.
- Created basic comps of renders in Nuke for presenting to the supervisors and giving comp a starting point.

Mid Lighting Technical Director:

- Responsible for shot and sequence lighting in Isotropix Clarisse and the optimization of complex scenes and assets for rendering.
- Created basic comps of renders in Nuke for presenting to the supervisors and giving comp a starting point.

MPC | Montreal, QC | Feb 2015 - January 2017

Mid Lighting and Look Dev Artist:

- Responsible for shot and sequence lighting in Katana using Renderman and the optimization of complex scenes and assets for rendering.
- Working as a bridge between the different departments to help look dev the final look of assets for shots such as the Thermoptic Suit in the film *Ghost in the Shell* and the Magneto Shield in the film *X-men Apocalypse*.
- Responsible for look deving the shading of fx and environment assets in sequences and shots.
- Created basic comps of renders in Nuke for presenting to the supervisors and giving comp a starting point.

Junior Lighting and Look Dev Artist:

- Responsible for shot lighting of CG shots in Katana using Renderman and the optimization of complex scenes and assets for rendering.
- Responsible for look deving the shading of fx and environment assets in shots.

- Created basic comps of renders in Nuke for presenting to the supervisors and giving comp a starting point.

Laika LLC | Hillsboro, OR | Sept 2014 - Dec 2014

CG Texture Artist Intern:

- UVed and textured environment, prop, and crowd character assets before handing off to the Look Dev department for shading and lighting.
- Worked closely with Look Dev artists to create believable and photo-real assets that will match their live action counterparts on the stop-motion set.

Big Picture Entertainment | Culver City, CA | June 2014 - Sept 2014

Freelance:

- Worked on Surfacing and Look Dev for a creature for an independent film project.

Legacy Effects | San Fernando, CA | Nov 2013 - Dec 2013

Intern:

- Worked in the Design and 3D sculpting and 3D printing departments.

PROJECTS :

The Boys Season 4 (2024)

Godzilla X Kong : The New Empire (2024)

Rebel Moon : A Child of Fire (2023)

Citadel (2023)

Lyle Lyle Crocodile (2022)

Thor: Love and Thunder (2022)

Dr Strange and the Multiverse of Madness (2022)

Bullet Train (2022)

Uncharted (2022)

Venom: Let There Be Carnage (2021)

Foundation (2021)

Star Trek Discovery Season 3 (2020)

Locke & Key - Episode 10 (2020)

Sacred Lies The Singing Bones (2020)

Wonder Women 1984 (2020)

Y- Pilot Episode (2020)

Runaways Season 3 (2019)

Togo (2019)

Fast & Furious Presents Hobs and Shaw (2019)

The Dark Crystal Age of Resistance (2019)

Hotzone (2019)

2.0 (2019)

Godzilla King of Monsters (2019)

Antman and the Wasp (2018)

Pacific Rim Uprising (2018)

Blade Runner 2049 (2017)

Ghost in the Shell (2017)

Suicide Squad (2016)

X-Men Apocalypse (2016)

A Monster Calls (2016)

Tarzan (2016)

Kubo and the Two Strings (2015)

PRIMARY SKILLS :

Lighting

Look Dev

Compositing

Texturing

SOFTWARE SKILLS :

Katana

Clarisse

Maya

Unreal Engine

Houdini

Nuke

Mari

Photoshop

RENDER ENGINES :

Renderman

Arnold

Unreal

Isotropix

V-ray

AWARDS :

Star Trek Discovery Season 3

Primetime Emmy Awards 2021 | Outstanding Special Visual Effects in a Single Episode

Blade Runner 2049

Oscars 2018 | Best Achievement in Visual Effects

BAFTA Awards 2018 | Best Achievement in Special Visual Effects

CITIZENSHIP :

United States of America

Canada

EDUCATION :

Savannah College of Art & Design | Sept 2010 - June 2014

Bachelor's Degree of Fine Arts (BFA) in Visual Effects with a Minor in Technical Direction