

Antoine Demian

Education **Art Institute of Los Angeles - California** **2002- 2006** **LA,CA**

- Bachelor Degree of Science in Media Arts and Animation
- Participated in Game Wizards Productions
- Participated in Red Giant Productions

Experience **FilmWorks FX** **April 2015 - Present** **LA,CA**

3D Generalist / Lighting Artist

- Responsible for developing lighting rigs for 3D crowd to match live footage using Renderman and Vray.
- Using Normal and Positional render passes to relight CG elements within Nuke.
- Used Unreal 4 to create shot elements and assets for fast CG element output. Elements as:
 - Animated or tracked Maya cameras
 - Models and textures
 - Model animations and rigs.
- Responsible for recreating asset shaders within Unreal 4.
- Responsible for lighting shots and assets within Unreal 4 for a fast output pipeline.

DreamSpark Studios **2012 - 2014** **LA,CA**

Project Supervisor / Lighting Artist / Generalist

- Worked in various positions:
 - Tracking footage with SynthEyes
 - Modeling with Maya / 3D Max
 - Shading with Vray within Maya / 3D max
 - Environment lighting with Vray
 - Studio style lighting with Vray
 - Animating within Maya / 3D Max
- Project supervisor on Universal Studios Ride: Fast & Furious proof of concept tests.
- Responsible for distributing project shot assignments to artists, and overlooking their progress.
- Worked with fellow artists to problem solve issues that might hinder the flow of the project.
- Supervised projects and worked with fellow artists for quality consistency and on date deliveries.

Sassoon Film Design **2011** **LA,CA**

Stereoscopic Compositor / Harry Potter 7B / Smurfs

- Compositing a shot's 3D and 2D plates

- Using various compositing effects as color correction to achieve best result possible for a given shot.
- Compositing a shot's depth maps and roto elements for stereoscopic effects.
- Full understanding of stereoscopic fundamentals and use, as achieving the goal for a desired pixel depth.
- The creation of clean plates for shot and edge cleanup.

Mosaic Studio **2010** **LA,CA**

Lighting Artist / Render Wrangler for Gothic 4: Arcania

- Creation of efficient lighting techniques in 3Ds Max
- Scene preparations for rendering farm, including the creation of required render passes.
- Collection and organizing of rendered files and passes
- Close communication with compositing team to ensure synchronization of work flow in the pipe line.

No Good Television "NGTV" **2010** **LA,CA**

3D Generalist / Vh1 One hit wonders

- Dolphin Lighting, Animation
- Hologram Modeling, Texturing, Animations
- Scene Compositing including color corrections, marker painting/removal.
- Removing unwanted objects from scenes using 3d counterparts. Responsible for modeling, texturing and placing/tracking such items within a given scene.

The Design People Inc. **2007 - 2009** **LA,CA**

Project Manager

- Responsible for organizing and working with my design and script teams to complete on time successful projects.
- Worked very close with clients and made sure they're involved and satisfied with the final outcome.

Skills

3Ds Max: Lighting, Modeling, Shading

Maya: Lighting, Modeling, Shading

Vray: Lighting and shading

Renderman: Lighting and shading

Unreal Engine 4: Layout, Lighting

CryEngine 3: Layout, Lighting

Photoshop: Developing Textures, photo manipulation.

After Effects: Compositing & Editing

Nuke: Compositing

Boujou: Tracking