

# 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