

Guillaume Wyatt | Lighting & Shading Artist / Supervisor  
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## OBJECTIVE:

To work as a Lighting/Shading TD and/or to do Look Development on feature film visual effects as well as feature animation films and commercials, and having a blast doing it.

## WORK EXPERIENCE:

### AMBIENT ENTERTAINMENT — 2016-2017

- Lighting / Shading TD and CG Supervisor on the feature animation film „**The Little Vampire**“ .  
In Co-Production with A-Film (Denmark) and Storm Post Production (Netherlands)

- Lighting / Set Shading TD on the Dome film „**Flying over Europe**“ for the “Voletarium” in the Europa Park.

### AMBIENT ENTERTAINMENT — 2015-2016

Lighting / Shading TD and Rendering Supervisor on the 4D ride film „**Happy Family 4D**“ for the Europa Park.

### AMBIENT ENTERTAINMENT — 2014-2015

Lighting / Shading TD and Rendering Supervisor on the 4D ride film „**Das Zeit Karoussell**“ for the Europa Park.

### AMBIENT ENTERTAINMENT — 2014-2017

Lighting / Shading TD and Rendering Supervisor on the feature animation film „**Happy Family**“.

### AMBIENT ENTERTAINMENT — 2011-2014

Lighting TD and Lighting & Rendering Supervisor on the feature animation film „**Tarzan 3D**“.

### PIXOMONDO — April – June 2011

Lighting/Shading TD on 8 shots for J.J. Abrams „**Super 8**“  
Look Development on 6 shots for Martin Scorsese's „**Hugo**“.

### AMBIENT ENTERTAINMENT — 2008-2010

Lighting TD and Lighting & Rendering Supervisor as well as renderman shader writing and tool development for nuke compositing on the feature animation film “**Animals United**”.

### 3D GENERALIST , FREELANCE WORK — 2006-2007

Character animation and visual effects on the feature film “**Lacoma**” by Christopher Roth.

### AMBIENT ENTERTAINMENT — 2006-2008

Lighting TD and Lighting & Rendering Supervisor on the feature animation film “**Urmel voll in Fahrt**”.

### AMBIENT ENTERTAINMENT — 2005-2006

Lighting TD on the feature animation film “**Urmel aus dem Eis**”.

## EDUCATION:

### Sept. ´96 - June ´04 Kunsthochschule Kassel ( University of Arts, Kassel ):

Studies of „Visuelle Kommunikation“ with specialization in film and animation. I graduated summer 2004.

## SKILLS:

Photo real as well as stylized lighting and shading of entire cg scenes or matching cg elements for compositing into live action plates.

Photo real and stylized Texturing. Clean UV unwrapping and UDIM layout

## SOFTWARE PROFICIENCY:

3D: Maya, Modo, Zbrush  
Renderer: Arnold, Vray, Renderman for Maya, Mentalray  
Texture : Photoshop, Substance Painter, Substance Designer  
Compositing: Nuke

## IMDB LINK:

<http://www.imdb.com/name/nm2247584/>