

## Clint Rea

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Clint is a CG build and image finaling expert for high end feature films, episodics, and animation, with a history of delivering award winning material while also forwarding global studio toolsets and methodologies. In his free time he is an avid camera user, traditional artist, cinephile, and coffee drinker.

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### Industrial Light & Magic

Environments Area Tech Lead  
Singapore. November 2020 to November 2022

- Spearheading mainline Environments tools and workflow progression in collaboration with CG Supervisors and R&D/Production Engineering. E.g., Katana workflows, Substance automation toolkit, Houdini Solaris, RenderMan. Responsibilities range from testing and giving detailed technical feedback to wholesale direction of methodology

Senior, Lead Texture | Shading | Lookdev | Environments  
Singapore. November 2020 to present

- *The Lord of the Rings: The Rings of Power* (Environment Lookdev Lead)
- *The Mandalorian Season 3*
- *Ant-Man and the Wasp: Quantumania*
- *Indiana Jones 5*
- *Red Notice*
- Unannounced projects

### The Rookies

Finals Judge  
2020 to present

- Reviewing global finalist portfolios and nominating winning entries

### Double Negative

Senior Look Development TD  
Montreal, Quebec. December 2019 to July 2019

- Expert technical and artistic execution of hero assets
- Build department methodology development including workflows, tools feedback, template development, presentation formats, show configurations, and internal quality control

### Framestore

Environment Lighting Tech Lead  
Montreal, Quebec. June 2019 to December 2019

- Environment department focused shading and lighting methodology and workflow development. Tools and shader functionality assessments. Global material development and template creation. Show configurations. Autocomp management. Coordinating with HODs to determine Environment necessities, conventions, outputs, and quality control. Working with show leadership and supervisors on a daily basis

Senior Environment Technical Director  
February 2019 to June 2019

- Assembling models, digital matte paintings, textures, projections and lights into scenes for rendering
- Procedural and hand painted techniques using a variety of toolsets. Primary applications include Maya, fLight (proprietary lookdev and lighting tool), Mari, Substance Designer, Nuke

- Creating models, textures and photo-realistic digital matte paintings or collaborating with specialists in those disciplines as required
  - Troubleshooting technical issues with scenes and optimizing renders to work within the resources available and providing Supervisors and Production with accurate estimates
  - Working with Comp Leads to assemble renders and projections
  - Working to develop the look of a shot, assets or sequence with the Visual Effects and CG Supervisors
  - Lighting and scene assembly for other shots or assets as required, including characters and animation
  - Identifying the best approach for matching the quality of the plate photography
  - Communicating with production on a regular basis in regards to schedules and deadlines
  - Working in partnership with other departments to ensure that shots are delivered to the highest possible standard
- *His Dark Materials* - BAFTA Award, VES Nominated
  - *The Aeronauts* - VES Nominated

### **The Rookies**

Official Judge

2019

- Reviewing portfolio entries and scoring finalists

### **Image Engine Design Inc.**

Look Development & Lighting Artist

Vancouver, British Columbia. March 2018 to February 2019

- Created well-maintained, versatile, and efficient shading graphs, light rigs and render passes
  - Collaborated closely with supervisors to ensure all assets, characters, and environments worked within the scope of the lighting and color pipeline
  - Coordinated with Supervisors, DMP, and Lighting Leads to establish BRP (Bundle Render Profile) needs for shot lighting and compositing, occasionally implementing my own additions or creating my own BRPs
  - Communicated with R&D in order to assure all necessary parameters and functionality were included in production software (Gaffer/OSL nodes)
  - Ensured texture maps and models provided met project requirements
  - Wrote and modified existing OSL nodes for improved workflow and flexibility while shading
  - Processed and delivered requests to and from other departments and clients
  - Procedural and hand painted techniques using a variety of toolsets. Primary applications include Gaffer, Maya, Mari, Substance Designer, Nuke, Photoshop, PTGui
- *Game of Thrones: Season 8* (CG Lead, Emmy Award Honors Recipient)
  - *Spider-Man: Far From Home*
  - *Fantastic Beasts: The Crimes of Grindelwald*
  - Square Enix Project
  - *Pokémon: Detective Pikachu*
  - *John Wick: Parabellum*
  - *Overlord*
  - *Skyscraper*

### **Pixar Animation Studios**

Shading Technical Director

Emeryville, California. June 2016 to February 2018

- Look Development of props, sets and environments for show, sequence, and shot level instances
  - Global material development for hero environment sequence coverage on multiple instances
  - Self driven interdepartmental communication and collaboration (from art to rendering), ensuring smooth and efficient progression and direction of assets, sets and environments throughout the production pipeline
  - Procedural and hand painted texturing and shading using a variety of toolsets. Primary applications included Katana, Flow (Pixar proprietary real-time shading tool), Paint3d (Disney proprietary painting tool), Photoshop, Maya, Mari
- *Incredibles 2*
  - *Bao*

- *Coco*

### **Onirique**

Director, VFX Supervisor  
September 2015 to May 2016

- Worked with a small team in the creation of half-a-dozen surreal, full CG environments, from pre-production and budgeting, to practical photography, to shot finaling

### **Mach III**

CG Supervisor  
April 2015 to May 2016

- Led the work on this Cold-War era fighter jet short film that had close to 100 CG aerial shots. Oversaw the development of film quality fighter jet assets and their use in animation, FX, master and shot lighting, rendering, and compositing

### **The Mill**

CG Artist  
New York City. August 2015 to December 2015

- Texturing, Look Development, Lighting, and Compositing for Sony's PlayStation holiday campaign

### **Method Studios**

VFX Artist  
Santa Monica, California. June 2015 to August 2015

- Texturing, Look Development, Lighting, and Compositing on Microsoft's Halo 5 advertisement campaign (VES nominated)

### **The Ascension Group**

Head of Production  
January 2014 to June 2015

- Contracted full spectrum, full CG deliveries for YouTube channels with millions of subscribers
- Brand strategy, title design, animated short films, and episodics

### **Producer, Art Director, Photographer, Editor**

2009 to 2014

- Short films, portraiture, technology integration projects, videography, title reels, tutorials, and brand design

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### **Technical Toolset**

- Clarisse | Maya | Katana | Houdini | Gaffer | Mari | Substance | Nuke | Photoshop | DaVinci Resolve | Adobe Camera Raw | PTGui | After Effects | Premiere
- RenderMan | Arnold | V-Ray
- OSL | RIB | C++
- Lighting and texture photography and processing

### **Education**

- **Savannah College of Art and Design**  
Visual Effects B.F.A., Technical Direction Minor
- **Pittsburg State University**  
Traditional Studio Art

## Accomplishments

- BAFTA contribution, His Dark Materials
- Emmy Award Honors Certificate, contribution to Game of Thrones: Season 8
- VES Award Nomination, contribution to Game of Thrones: Season 8
- Academy Award contributions to Coco ('18) and Bao ('19)
- The Rookies Official Judge
- VES Award Nomination, contribution to Halo 5's advert campaign
- Autodesk University Conference Invitee, Autodesk Student Expert ('15)
- Autodesk CG Student Awards (The Rookies), Student Spotlight ('15)
- Autodesk CG Student Awards (The Rookies), USA Studio Placement Winner ('15)
- American Advertising Federation, Gold ADDY Award in both Cinematography and Visual Effects ('13)
- Kansas State University - Kansas State Technology Leaders, Technology Integration Winner ('08) ('09)
- Savannah College of Art and Design, Dean's List, Artistic and Academic Honors Scholarships
- National Honor Society | Kansas State Scholar | Life Scout, Boy Scouts of America