

# C R A I G W E N T W O R T H

V I S U A L F X • L I G H T I N G • C O M P O S I T I N G • P I P E L I N E

## PERSONAL SUMMARY

Address: 13935 W. Tahiti Way Apt 147  
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Visual FX Supervisor, Digital FX Supervisor, Lighting Lead, Technical Director and Compositor with almost fifteen year's experience in visual effects production for feature films, television drama, commercials and documentary. Extensive experience in all facets of production, from live action filming and on-set supervision, to 3D CGI, compositing, and pipeline.

For the last several years, a senior lighting, compositing and look-dev artist expert in set-up, team leadership, and seeing the biggest, most difficult shots home.

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## CAREER HIGHLIGHTS

2006-2009	<b>Sequence Lead / Senior Lighter &amp; Compositor</b> <b>Sony Pictures Imageworks</b> Superman Returns, Spiderman 3, I am Legend, Watchmen, G-Force
2004-2005	<b>Sequence Lead</b> <b>Weta Digital</b> King Kong
2003-2004	<b>Lighting TD</b> <b>Dreamworks Animation</b> Shrek 2, Madagascar, Shark Tale
2002-2003	<b>Sequence Lead / Lighting TD</b> <b>Weta Digital</b> The Two Towers, Return of the King
1999-2002	<b>Co-owner / Visual FX Supervisor</b> <b>Elite Effects</b> A Ring of Endless Light
1995-1999	<b>3D Digital Artist</b> <b>Photon Stockman</b> Welcome to Woop Woop, Paradise Road

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## EDUCATION

**Queensland University of Technology, Queensland, Australia**  
Bachelor Business Communications -- Advertising Major  
Graduate Diploma Communications -- Film and Television Production (with Honors)  
**High-school Educated in Auckland, New Zealand, and Queensland, Australia**  
Grade 12 High School Certificate -- Tertiary Entrance Score of 980 (of a possible 990), or one of the top 5% of all Australian high school graduates in the year 1990.

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## SKILLS

Visual FX:	Supervision, Lighting, Compositing, Look Development, Scripting and Pipeline.
Software:	Maya, Renderman, Shake, Arnold, Photoshop, Illustrator, Final Cut Pro, After Effects, and whatever proprietary tools I've been asked to learn.
Programming:	Python, QT, MEL, Perl, C++, and the inimitable Shake SDK.

## RECENT FILMOGRAPHY IN DETAIL

### **G-Force (2009)**

#### **Sequence Lead, Senior Lighter and Composer**

- Assisted a first-time back-end CG Supervisor and team of mostly new recruits through some 150+ shots, including some of the more complicated Clusterstorm interior scenes from the film's finale.
- Digital environment and Look Dev (Speckles' Lair)
- Lighting Templates and Sequence Key Lighting

### **Watchmen (2008)**

#### **Sequence Lead, Senior Lighter and Composer**

- New York destruction
- The birth of Dr. Manhattan
- Vietnam
- Continued support of Shake pipeline, now facility-wide

### **I am Legend (2007)**

#### **Sequence Lead, Senior Lighter and Composer, Look Development**

- Assisted in Hemocyte character look-dev
- Lighting template design and support
- Basement attack sequence
- Solely responsible for the development and support of Shake as an alternative compositing solution

### **Spiderman 3 (2007)**

#### **Sequence Lead, Senior Lighter and Composer**

- Bell Tower (the birth of Venom)

### **Superman Returns (2007)**

#### **Senior Lighter and Composer**

- Metropolis Disaster

### **King Kong (2006)**

#### **Sequence Lead, Senior Lighting TD**

- New York Dawn Attack Sequence Lead
- Manhattan Island look-dev
- Design of lighting and compositing templates for complex New York digital environment

### **Shark Tale (2004)**

#### **Senior Lighter and Composer**

- Joined a team of first-time lighters and helped their CG Supervisor prove that it is indeed possible for ATDs to graduate to the Lighting Department

### **Madagascar (2004)**

#### **Senior Lighter and Composer**

- Key lighting

### **Shrek 2 (2004)**

#### **Senior Lighter and Composer**

- Man-Shrek laments at the bar
- Key lighting

### **Lord of the Rings: The Return of the King (2003)**

#### **Sequence Lead, Senior Lighting TD**

- Rohan charge
- Look-dev of Massive Rohan assets
- Development and support of Massive rendering tools for Maya

### **Lord of the Rings: The Two Towers (2002)**

#### **Lighting TD**

- Helm's Deep attack
- Development and support of Massive rendering tools for Maya