

RACHAEL DUNK

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INTRODUCTION & CAREER OVERVIEW

I am a 3D Generalist with 7 years experience in the media industry. I have worked across many platforms, including both VFX and Animated features, in TVC, for Architectural visualisation and also on 3D Print Advertising and Illustration campaigns. I am a highly self motivated and productive worker who enjoys a challenge and the chance to learn new skills.

My background is in Architecture, I began my career working as a design aid and producing marketing images. I then moved into Advertising where I worked as a 3D Generalist and Illustrator on creative advertising projects. Next I worked in shortform for TV Idents and Car Adverts before moving into Film, where I have spent the last four years concentrating on look development, lighting and CG compositing.

Working in design and illustration has given me a good eye for scale, form and proportion, with a well developed understanding of light, colour and balance. I have good time management skills and work well under pressure. I am a more creative than technical artist, however, I have very good optimisation and problem solving skills. I am good at assisting others, can communicate well, follow direction and work collaboratively in a team environment.

KEY STRENGTHS

- Advanced modelling, surfacing, lighting and rendering with **3Ds Max** and **Vray**
- Mid level lighting in **Maya** with **PRMan** and **Arnold**, and also **Houdini** with **3Delight**
- Mid level CG compositing in **Nuke**
- Look Development and lighting concept development
- Confident with both point-based and raytraced rendering
- Comfortable in **Linux** environment
- Problem solving technical issues, render optimisation and efficient work flow
- Basic **Pymel**

RECENT CAREER HISTORY

Jan 2014 – Present **Lighting TD - Framestore, London**
VFX feature “Guardians of the Galaxy” - In Production

Key Responsibilities & Achievements

- Character lighting to match various plate environments, including interactive lighting elements
- Lighting set extensions to match plate
- Achieving balance between matching the light to on set references and beauty lighting to create the best result

Feb 2013 – Dec 2013 **Lighting Artist - Animal Logic, Sydney**
Animated Feature “The Lego Movie”

Key Responsibilities & Achievements

- Key Lighting & Shot Lighting to incredibly tight bid days
- Compositing
- Optimising renders and work flow
- Problem solving technical issues and assisting others
- Lit over 70 shots, including the key lights for four different environments and many unique shots
- Look development for Cloud Cuckoo Land sequence

Feb 2012 – Jan 2013 Lighting Artist - Animal Logic, Sydney
VFX Feature “The Great Gatsby”

Key Responsibilities & Achievements

- Key Lighting & Shot Lighting
- Look development and Key Light for the Times Square Sequence
- Optimising renders and work flow
- Problem solving technical issues
- Published shared documents to accompany my key lights that included a lighting workflow guide and solutions to technical issues that may be encountered

May 2011 – Nov 2011 Lighting TD - Dr D. Studios, Sydney
Animated Feature “Happy Feet Two”

Key Responsibilities & Achievements

- Key Lighting & Shot Lighting
- Writing work-flow pages to provide team with instructions and tips on difficult shot elements
- Developing sequence rig for difficult crowd intensive scenes
- Being a “go-to” person for technical issues and problem solving
- Promotion from TA to TD

Jan 2011 – May 2011 Final Layout TA - Dr D. Studios, Sydney
Animated Feature “Happy Feet Two”

Key Responsibilities & Achievements

- Tool testing pipeline specific assets in Maya and Houdini
- Updating and maintaining tool release to pipeline through SVN repository
- Developing and maintaining the light rig tool in Houdini for tech check renders
- Creating LOD ranges for surfacing and manually sanity checking asset release
- General artist support
- Created “drop and go” light rig that was subsequently released to other departments
- Providing feedback and work-flow suggestions for tool development

EDUCATION & TRAINING

2007 **Multimedia and Design Academy, Adelaide**
3D Animation course

2004 – 2006 **University of South Australia**
Bachelor of Architecture, Deferred in 2007 to pursue a career in 3D
Dean's Merit list for 2005

1999 - 2003 **Tatachilla Lutheran High School, McLaren Vale**
Completed year 12

HOBBIES & INTERESTS

Literature / Architecture / Art / Illustration / Design / Film / Anime / Piano / Cats / Photography / History

REFERENCES

Craig Welsh
Lighting Supervisor at Animal Logic
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Lighting Lead at Animal Logic
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