








KELLY CHRISTOPHERS

LEAD LIGHTING TD

PERSONAL PROFILE

Lead Lighting Technical Director with a strong passion for working in Visual Effects for both live action and animated feature films. Extremely motivated in the creative and technical aspects art and story creation

CONTACT

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-  www.kellychristophers.com

EDUCATION

The South African School of Motion Picture Medium and Live Performance (AFDA)
Jan 2006 - Dec 2008

- BA Degree in Motion Picture and Animation

University of the Witwatersrand
Jan 2009 - May 2011

- BA Honours & BA Masters in Digital Arts and Animation

SKILLS






- Leading a lighting team and assisting the CG Supervisor with tasks and decisions
- Creating realistic CG character, background and set extension lighting for live-action films, as well as creative lighting for animated feature films
- Compositing and Stereo for Animated features
- Template setup and keylighting sequences for a team
- Handling and working on multiple shots and sequences simultaneously
- Look development and workflow development
- Experience in both rendering and debugging problematic shots
- Basic knowledge of MEL and Python
- Experience in Linux, Windows and Mac OS operating systems
- Thorough understanding of pipeline flow for major shows
- Able to work well in a collaborative environment and provide support to the team
- Planning and running classes or newsletters to promote education and communication

SOFTWARE

- Katana (Foundry)
- Nuke (Foundry)
- Solid Angle Arnold Global Illumination renderer
- Alias/Autodesk Maya
- Pixar's Renderman
- Adobe After Effects
- Adobe Photoshop

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WORK EXPERIENCE

Sony Pictures Imageworks, Lead Lighting TD

JAN 2019 - PRESENT

- Leading a team
- Lookdev and Look of Picture development
- Template setup and keylighting for multiple sequences
- Solving and debugging technical issues for the team
- Compositing
- Shot and stereo QC
- Basic tool building in Python

Projects

- *“Spider-man: Into the Spider-Verse 2” (2022)*
- *“Hotel Transylvania 4: Transformania” (2022)*
- *“Unannounced Project - Short Animated Film” (2020)*
- *“Hotel Transylvania: Monster Pets” (2020)*
- *“The Mitchell’s vs. The Machines” (2020)*

Sony Pictures Imageworks, Senior Lighting TD

JUNE 2018 - DECEMBER 2018

- Keylighting sequences & helping team members
- Lighting and rendering difficult crowd shots
- Compositing
- Shot and stereo QC
- Debugging and optimizing problematic shots

Projects

- *“Spider-man: Into the Spider-Verse” (2018)*

Sony Pictures Imageworks, Lighting Compositing TD

JULY 2015 - JUNE 2018






- Lighting and rendering shots for multiple sequences
- In-shot lookdev and template building
- Compositing
- Shot and stereo QC
- Debugging and optimizing problematic shots

Projects

- *“Hotel Transylvania 3: Summer Vacation” (2018)*
- *“The Meg” (2018)*
- *“Emoji: The Movie” (2017)*
- *“Kingsman: The Golden Circle” (2017)*
- *“Storks” (2016)*
- *“Alice Through the Looking Glass” (2016)*

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WORK EXPERIENCE

Women in Animation (WIA), Mentor

JULY 2020 - OCTOBER 2020

- Additional position running a small mentorship circle
- Topic: "A foot in the door: Navigating the vfx industry"

Weta Digital, Lighting TD

DECEMBER 2013 - JULY 2015

- Lighting and rendering hero shots for live action film
- Rendering and management of heavy fx shots
- Lookdev
- Debugging and optimizing render issues

Projects

- "Furious 7" (2015)
- "The Hobbit - Battle of Five Armies" (2014-2015)
- "Dawn of the Planet of the Apes" (2014)
- "The Wolverine" (2013)

Weta Digital, Junior Lighting TD

JUNE 2013 - DECEMBER 2013

- Lighting and rendering smaller shots
- Helping senior artists with extra work
- Debugging and optimizing render issues

Projects

- "The Hobbit - The Desolation of Smaug" (2013)

Weta Digital, Assistant TD

APRIL 2012 - MAY 2013






- Assisted Lighting TDs with data handling and shot preparation
- Daily debugging and optimization assistance given to senior artists for broken renders
- Basic lighting and comping shots for previs
- 3 month pipeline training
- Rendering simulated effects

Projects

- "The Hobbit - An Unexpected Journey" (2012)
- "Superman - Man of Steel" (2012)

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WORK EXPERIENCE

Weta Digital, Runner (Facilities)

NOVEMBER 2011 - APRIL 2012

- Looked after staff and building facilities
- Created a comfortable environment for artists working overtime

3 foot 7, Set & Props Painter

JUNE 2011 - OCTOBER 2011

- Painting and aging props for a film set
- Set painting and design

Projects

- *"The Hobbit - An Unexpected Journey" (2012)*

Bugbox Animation, Animation Intern

NOVEMBER 2010 - MAY 2011

- Animation and character performance in Maya.
- Background illustration and design
- Animation training and life drawing

Projects

- *"The Adventures of Toby" (unreleased)*