

Lighting Artist

Required Skills

Level 1

- Demonstrates competency with color theory.
- Employs experience with digital and/or traditional photography when designing lighting.
- Demonstrates an understanding of basic studio and real world lighting types and techniques.
- Demonstrates a knowledge of composition and the principles of art.
- Arranges lights in a 3D environment.
- Modifies hues and shaders to achieve a desired look.
- Sets up lights in a way that directs the viewer's eye and provides a sense of depth, emotion, time of day, and the character's situation.
- Constructs lighting schemes for individual shots.
- Reproduces realistic lighting of still lifes of primitive objects with basic lights, without global illumination.
- Applies lighting schemes to scenes with shaded objects.

Level 2

- Designs interior lighting schemes that convey different times of day.
- Reproduces lighting from a reference.
- Devises lighting for characters in a way that is visually appealing and defines the form.
- Breaks down scenes and renders into layers.
- Uses comp scripts to control layers.
- Identifies key story telling areas of interest in a scene.
- Interprets scene lighting according to key concept art pieces.
- Writes and adjusts custom shaders.
- Uses tools to increase efficiency for lighting set-up (eg., layer control, shot recipes, and comp templates).
- Distinguishes between different lighting systems (packet lighting using simulated photons vs. other systems).
- Assesses feedback and takes direction from leads, super, DP, and other superiors.
- Demonstrates an understanding of the construction and function of light rigs.
- Employs reference from existing films to compose lighting for a variety of environments.
- Designs character lighting in a way that conveys the character's mood and position in an environment.
- Recognizes the basics of compositing and surfacing.

Level 3

- Designs consistent lighting within sequences.
- Designs efficient and advanced lighting rigs for sets.

- Employs good communication skills and collaborates well with team members.
- Assesses continuity between shots and sequences.
- Develops lighting to match live action footage for VFX applications (matching an object to a plate).
- Combines static lighting with camera motion and animated lights.
- Creates and manages basic character light rigs at a sequence level.

Level 4

- Generates exercises in lighting studies, times of day, and demonstrations of lighting passes.
- Demonstrates advanced proficiency with compositing techniques.
- Designs character lighting that complements character movement.
- Writes lighting scripts in Python, Mel, and other relevant languages.
- Constructs gizmos in Nuke for efficient compositing.
- Creates and manages character master light rigs.

What courses should I take?

- ARTS 310 - ARTS 353 - VIST 465
- ARTS 311 - VIST 271 - VIST 470

Vizzers in the Industry

Kelly Kin

Lighting Artist,

Walt Disney Animation

Kelly came to Texas A&M to pursue her MFA in Visualization after receiving a BA in Arts and Technology from the University of Texas at Dallas in 2011. While with the Viz Lab, she focused on storytelling, digital painting, and lighting. For her body of work, she led a team of students through the development of an animated short titled *WAKE*. Additionally, she was able to work with fellow Vizzers on *Sleddin'*, an animated short that was chosen as Student Short Runner-Up at the 2013 SIGGRAPH Conference. In January of 2014, Kelly began her first foray into feature animation as a Lighting Apprentice at DreamWorks on *How to Train Your Dragon*, which was an invaluable experience that later opened doors for her to join Disney Animation's Talent Development Program in 2015 as a Lighting Apprentice on *Zootopia*. She is currently working on Disney's newest feature, *Moana*, as a Lighting Artist.

