

Karl Sisson

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Vancouver, B.C.

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WORK EXPERIENCE

Lighting Artist and lighting development

Employed 2009 to present

***CIS Vancouver, *Vancouver BC.**

-Lighting digital assets for Clint Eastwood's "Invictus" including massive crowd simulations and CG stadiums using Houdini, Mantra and Mental ray.

-working with shader writer to establish and debug stadium shader/lighting methodology for lighting team.

Credits:

"Invictus"

Senior CG generalist

Employed 2008-2009

***Zoic Vancouver*, Vancouver BC**

-modelling alien rifle for "District 9"

-Lighting 3D elements for "Dragonball".

-Lighting and animation of full CG characters, wings and tails for "Reaper"

-Creation of various particle, fluid, ice, and lighting effects, exploding character particle FX,

Credits:

"District 9"

"Dragonball: Evolution"

"Reaper"

"Eureka"

Lighting Lead

Employed 2008

***CIS Vancouver, *Vancouver BC.**

-creation of primary light rig for set extensions/vehicles for Clint Eastwood's "Changeling".

-leading a team of lighting artists, establishing a lighting pipeline/work flow and required documentation.

-working with composting lead to define required passes for final output.

-creating additional generalized rigs for model testing.

Credits:

"Changeling": *Winner of of 2008 VES awards for Best Supporting Visual Effects and Best Matte Painting/Set Extensions. I was the lighter on both featured shots.

***Lighting Technical Director**

Employed 2008

***Image Engine, *Vancouver BC.**

-Lighting and rendering of New York city set extensions for "The Incredible Hulk".

-using Renderman and 3Delight to generate required render passes.

Credits:

"The Incredible Hulk"

FX Previsualization

Employed 2007-2008

***CIS Vancouver, *Vancouver BC.**

-FX previs and look development for "Twilight".

-Smoke and dust.

Credits:

"Twilight"

Technical Director - lighting and compositing

Employed 2007

***Sony Pictures Imageworks*, Culver City, Los Angeles, CA.**

-involved in trouble shooting lighting and compositing scenes for stereoscopic production using Renderman and node based proprietary software.

-Problem solving related to rendering and composite optimization.

-Re compositing/lighting of problematic shots.

Credits:

"Beowulf"

Senior Lighter, Texture Painter, Effects Artist, and Compositor

Employed 2006-2007

***CIS Vancouver *(formally Rainmaker)*, Vancouver BC.**

-Creating CG elements for feature films Blades of Glory, Case 39, and Vantage Point.

-Lighting and compositing/texturing CG face replacements utilizing performance capture.

-Texturing of CG stadium for use in set extensions.

-Modelling, texturing and lighting of Mayan pyramid as well as creating and compositing of mist element for 'Magnum' Commercial spot.

-Fluid/particle explosions, erupting volcano and fire/smoke effects for 'Stuntman' game cinematic.

-Texturing agents to be used in Massive crowd simulation.

Credits:

"Blades of Glory"

"Case 39"

"Vantage Point"

"Magnum"(commercial)

"Stuntman: Overdrive"(Game Cinematic)

CG Generalist, Matte Painter, and Compositor,

Employed 2005/06

***Eureka Media*, Oakville ON.**

-Creating special effects for National Geographic HD channel's 6 part WW2 'Secret Planes' series.

-Duties include Storyboarding, pre-visualization of shots, modelling, texturing, animation, lighting, effects, tracking, and compositing.

-Communicating directly with producer, director, and director of photography.

Credits:

"Secret Planes" (6 part series)

CG Generalist,

Employed 2004/05

***Mr. X FX*, Toronto ON.**

-Creating CG elements for feature films Resident Evil 2, Species 3, Assault on Precinct 13, Ice Princess, and The Greatest Game Ever Played.

-Duties include previz, modelling, texturing, animation, lighting, effects, tracking, and match moving.

Credits:

"Resident Evil 2"

"Assault on Precinct 13"

"The Greatest Game Ever Played"

"Ice Princess"

"Species 3"

SKILLS

-Skilled in Maya, Houdini, Mental Ray, Photorealistic Renderman, Mantra, Maya fluid FX, Fusion, Shake, Nuke, Combustion, After Effects, Photoshop, Boujou, Katana and Bonsai. Experience with XSI, LINUX, MEL scripting, PRman shader writing, particle related expression. Fine Arts Background in Drawing, Sculpting, Painting; Photography.

EDUCATION

Sheridan College, Canada, 2003-2004

Post Graduate Program in Computer Animation

Graduated with Honours.

University of Calgary, Canada. 2000-2002

B.F.A.

Majored in painting.

Red Deer College, Canada, 1998-2000

B.F.A. Transfer Diploma

Made Dean's List. Received Visual Arts Scholarship for Academic Achievement.

All Film Credits:

"Invictus" (2009) (Current project)

"District 9" (2009)

"Dragonball"(2009)

"Changeling"(2008)

"The Incredible Hulk"(2008)

"Twilight"(2008)

"Beowulf"(2007)

"Blades of Glory"(2007)

"Case 39"(2007)

"Vantage Point"(2007)

"Secret Planes: Swoop of Death"(2006)

"Secret Planes: Point Defence"(2006)

"Secret Planes: Fast and Furies"(2006)

"Secret Planes: Secret Factory"(2006)

"Secret Planes: Emergency Fighter"(2006)

"Secret Planes: Point Defence"(2006)

"The Greatest Game Ever Played"(2005)

"Ice Princess"(2005)

"Assault on Precinct 13"(2004)

"Species 3"(2004)

"Resident Evil 2: Apocalypse"(2004)