

Karl Sisson - Shot Breakdown

Los Angeles 1928

Lighting Artist, creation of primary light rig for multiple Los Angeles city set extensions and vehicles, finalizing building shaders/layout, working with compositing supervisor to determine and standardize required output passes using Maya mental ray.

'Changeling'

Incredible Hulk Final Battle

Lighting Artist, generation of required passes for New York city set extension using - Renderman and 3delight software.

'The Incredible Hulk'

Grendel First Look, Chandelier Death, Dragon Flight

3D Lighting and colour using Renderman, compositing with for stereographic production with Imageworks proprietary software.

'Beowulf'

Flying Wing

Lighting Artist, Texture Painter, FX Artist (particle contrails, wind), CG Aircraft Modeller, Aircraft Animator, and Compositor.

'The Horton Brothers'

ME 262 Drive-by

Lighting Artist, Digital Matte/Texture Painter, FX Artist (particle exhaust, smoke, fluid effects clouds) CG Aircraft Modeller, live-action pilot integration, Camera and Aircraft Animator, and Compositor.

'Secret Planes: Fast and Furious'

B 29 Attack

Lighting Artist, Digital Matte/Texture Painter, CG clouds creation and integration, Camera and Aircraft Animator, FX Artist (fluid effects explosion, all particle effects), and Compositor.

'Secret Planes: Point Defence'

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