

## **Christine Gatchalian**

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### **DEMO REEL BREAKDOWN**

#### **(RPO) Ready Player One, ILM/Warner Bros (2018)**

Light setup with Katana, rendered in Renderman, composited with Nuke

#### **(JWFK) Jurassic World: Fallen Kingdom, ILM/Universal (2018)**

Light setup with Katana, rendered in Renderman, composited with Nuke

#### **(Pas) Passengers, MPC/Columbia (2016)**

Modelled lights in Maya, exported to Katana, rendered in Renderman, composited with Nuke

#### **(TJB) The Jungle Book, MPC/Disney (2015)**

Light setup with Katana, rendered in Renderman, composited with Nuke

#### **(Mar) The Martian, MPC/Twentieth Century Fox (2015)**

Light setup with Katana, rendered in Renderman, composited with Nuke

#### **(Dra) Dracula Untold, Framestore/Universal (2015)**

Light setup with Maya, rendered in Arnold, composited with Nuke

#### **(GotG) Guardians of the Galaxy, Framestore/Disney (2014)**

Light setup with Maya, rendered in Arnold, composited with Nuke

#### **(CL2) Cloudy With a Chance of Meatballs 2, Sony Pictures Animation (2013)**

Light setup with Katana, rendered with Arnold, compositing and stereo with Nuke

#### **(WiR) Wreck-It-Ralph, Walt Disney Animation Studios (2012)**

Light setup with D-Light, Rendered in Renderman, composited with Nuke

#### **(IA4) Ice Age: Continental Drift, Blue Sky/Twentieth Century Fox (2012)**

Lit and rendered with CGIStudio (Blue Sky Proprietary), composited with Nuke

#### **(RIO) Rio, Blue Sky/Twentieth Century Fox (2011)**

Lit and rendered with CGIStudio (Blue Sky Proprietary), composited with Nuke

#### **(McD-IA3) McDonald's/Ice Age 3 Happy Meal Commercial (2009)**

Lit and rendered with CGIStudio (Blue Sky Proprietary), composited with Nuke

#### **0:01 (RPO) Silhouette view of characters**

Full CG. Shot lighting on the first finalised shot of the sequence. This was the key shot that set the look for the rest of the climax of the movie. Steven Spielberg loved the shot so much that he took pictures of it on his mobile phone during dailies as a keepsake.

#### **0:04 (JWFK) Brachiosaurus walking**

Shot lighting on brachiosaurus and amber

#### **0:05 (JWFK) Brachiosaurus walking**

Shot lighting on brachiosaurus

#### **0:06 (TJB) Mudslide**

Light rig setup for sequence, did months of testing to optimize FX. Shot lighting on this full CG shot. Shot eventually finalised by Mathilde Tollec.

#### **0:09 (TJB) Mudslide and floating down the river**

Light rig setup for sequence, did months of testing optimize FX. Full CG except for Mowgli. Shot eventually finalised by Mathilde Tollec.

#### **0:14 (TJB) Civets running up the tree**

Shot lighting on set and characters, full CG except for Mowgli

**0:16 (TJB) Mowgli chasing civets**

Shot lighting on set and characters, full CG except for Mowgli

**0:19 (TJB) Mowgli chasing civets**

Shot lighting on set and characters, full CG except for Mowgli

**0:22 (GotG) Rocket plugging in cords**

Character lighting on Rocket

**0:25 (GotG) Circling around Groot and Rocket**

Shot lighting on set extension. At some point I did do some lighting on characters but was pulled onto overseeing the prison environment. This included setting up the light rig for the sequence, doing some lookdev and adding utility IDs for various pieces of the prison set.

**0:28 (GotG) Hoverbots floating to watchtower**

Full CG. Shot lighting on everything. Environment light rig setup, some lookdev on the prison set.

**0:32 (GotG) Wide shot of prison**

Shot lighting on hoverbots and set extension. Environment light rig setup, some lookdev on the prison set.

**0:35 (GotG) Focus on limping prisoner**

Character lighting on prosthetic leg

**0:40 (PAS) Spaceship flies by**

Not much concept art was done for the exterior practical lights for the spaceship, so I had to model them in Maya and/or decide which geometry of the spaceship was going to be turned into a geo light. Hand placed hundreds of these practical lights and published this setup for all lighters to use in their shots. Shot lighting done by Miguel Angel Perez Tejerina

**0:48 (Pas) Cockpit circles past camera**

Modelled practical lights in Maya, and/or turned geometry in to geo lights to decorate the cockpit and engine. Shot lighting done by Jiri Siska

**0:48 (Pas) Man shoots out of engine**

Developed the engine look and surrounding practical lights, hand placed hundreds of lights to catch details of the spaceship geometry. Shot lighting done by Jiri Siska

**0:54 (Mar) Aerial shot over mountain**

Shot lighting on HAB, space shuttle, rovers and characters

**1:00 (Mar) Watney walks into rover**

HDRI creation and light rig setup. Helmet and windshield replacement, lighting on antenna and HAB.

**1:09 (Mar) Watney limping towards habitat**

HDRI creation and light rig setup and visor replacement

**1:23 (Dra) Bats flying around army**

Character lighting on bat swarms

**1:27 (Dra) Bats flying away**

Character lighting on bat swarms

**1:29-1:38 (CL2) Plants wither and die in front of campfire & pickles go crazy**

Full CG. This was an isolated area so I did most of the shot lighting for this small sequence. Spearheaded the look of all the withering plants in the movie, including the lookdev, color, how much it glowed, and the timing of the dying effect. Did lookdev on the cheese floor, and chum. Composited the shot and did stereo finishing.

**1:38 (WiR) Ralph falls from sky**

Full CG. Shot lighting and compositing, stereo prep (rendering both eyes and adjusting rotos)

***1:42 (RIO) Blu dancing in club***

Full CG. Shot lighting and compositing

***1:47 (RIO) Blu and bulldog running along parade***

Full CG. Shot lighting and compositing

***1:49 (RIO) Blu riding on skateboard***

Full CG. Shot lighting and compositing (key lighting look for float & stilts)

***1:52 (McD-IA3) Ellie sitting in a McDonalds***

Character lighting

***1:55 (IA4) Peaches and Manny talking while log comes down the mountain***

Shot lighting and compositing

***2:01 (IA4) Granny headshot with stick***

Shot lighting and compositing

***2:03 (IA4) Boat sails towards iceberg***

Shot lighting and compositing

**Music:** *Lite Spots* by Kaytranada