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Shot Breakdown



R.I.P.D

Lighting Supervisor

- Show Lighting pipeline setup which includes: primarily using hdri and raytraced area lights, Hair and Material Shader settings, Render quality settings, Managing of lighting tools.
- Shot example of using multiple area lights showing the characters moving through space.



R.I.P.D

Lighting Supervisor

- Show Lighting pipeline setup which includes: primarily using hdri and raytraced area lights, Hair and Material Shader settings, Render quality settings, Managing of lighting tools.
- Shot example of lighting pipeline using only an hdri to light the character.



R.I.P.D

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R.I.P.D

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- Show Lighting pipeline setup which includes: primarily using hdri and raytraced area lights, Hair and Material Shader settings, Render quality settings, Managing of lighting tools.
- Shot example of 2D light tracking to match color and intensity of lighting in the plate.



R.I.P.D

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Night at the Museum

Lighting TD

- Shot Lighting of Museum Animals
- Light placement, Rendering, 2D Color balancing



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Night at the Museum

Lighting TD

- Shot Lighting of Rexy
- Light placement, Rendering, 2D Color balancing



The Golden Compass

Lighting TD

- Shot Lighting of Animals
- Light placement, Rendering, 2D Color balancing



The Golden Compass

Lighting TD

- Shot Lighting of Animals
- Light placement, Rendering, 2D Color balancing



The Incredible Hulk

Lighting TD

- Shot Lighting of Hulk and Table Straps
- Light placement, Rendering, 2D Color balancing



The Incredible Hulk

Lighting TD

- Shot Lighting of Hulk
- Minor shot specific shader adjustments
- Light placement, Rendering, 2D Color balancing



The Incredible Hulk

Lighting TD

- Shot Lighting of Abomination
- Indirect Lighting from camera projected street textures
- Light placement, Rendering, 2D Color balancing



The Incredible Hulk

Lighting TD

- Shot Lighting of Hulk
- Minor shot specific shader adjustments
- Light placement, Rendering, 2D Color balancing



Night at the Museum: Battle of the Smithsonian

Lighting TD

- Sequence/Shot Lighting of Statues and Octopus
- Sequence light rig setup, Rendering
- 2D Color balancing



Night at the Museum: Battle of the Smithsonian
Lighting TD

- Sequence/Shot Lighting of Cherubs and Octopus
- Sequence light rig setup, Rendering
- 2D Color balancing
- HDRI manipulation for Octopus Reflections



Aliens in the Attic

Lead Lighting TD

- Sequence/Shot Lighting of Alien and Legos
- Sequence light rig setup
- Helped lighters manage Lego crowd materials



Yogi Bear

Lead Lighting TD (International)

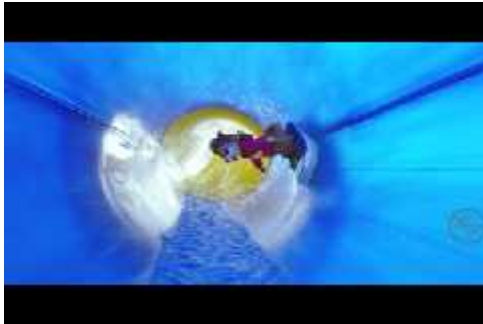
- Sequence/Shot Lighting of Bears
- Sequence light rig setup, 2D Color balancing
- Stereo Rendering



HOP

Lead Lighting TD (International)

- Sequence/Shot Lighting of Carlos and Chicks
- Sequence light rig setup, Rendering
- 2D Color balancing



Alvin and the Chipmunks: ChipWrecked

Lighting Supervisor

- Show lighting pipeline setup which includes:
- Hair and Material Shader settings, Render quality settings, Managing of lighting tools
- Shot example of raytraced pipeline of characters being lit only from BG plate projected track geometry



Alvin and the Chipmunks: ChipWrecked

Lighting Supervisor

- Show lighting pipeline setup which includes:
- Hair and Material Shader settings, Render quality settings, Managing of lighting tools
- Shot example of raytraced lighting from plate and multiple gobo light setup



Alvin and the Chipmunks: ChipWrecked

Lighting Supervisor

- Show lighting pipeline setup which includes:
- Hair and Material Shader settings, Render quality settings, Managing of lighting tools
- Shot example of rendered atmosphere effects and indirect contribution from star light bulbs



Alvin and the Chipmunks: ChipWrecked

Lighting Supervisor

- Show lighting pipeline setup which includes:
- Hair and Material Shader settings, Render quality settings, Managing of lighting tools
- Shot example of BG plate projected track geometry lighting and sequin dress shaders