

Robert L. Cole

www.texturelighting.com

508-414-1837 ~

Texturelighting@gmail.com

<http://www.imdb.com/RCole>

Objective:

Full-time position Surfacing, Lighting, VFX, Compositing with XSI, Maya, and Nuke for an established studio in the Broadcast, Film, Medical or Scientific animation industry.

14 years experience in CG production, I specialize in Mental Ray Surfacing/Texturing, Lighting/Rendering, and Compositing. I use and understand advanced lighting techniques (IBL, Final Gathering, HDRI) and UV layout for both high and Low-rez models.

Skills:

• MAYA 2014 * Softimage/XSI 2012 * Nuke* Mental Ray 3.1 * Photoshop CS * Digital Fusion* Python * Rendering * Photography/Drawing, Painting and Sculpture
*Windows, Unix/Linux

Career Highlights:

Senior Stereo Depth Artist for Gulliver's Travels, Green Hornet, Thor, Captain America, and Titanic. (2010/2011)

Also:

Lighting Director and Lead Texture Artist on Molecules To The Max.
Dual credits on The Barnyard. (Lead lighting, Lead Texture).
Created entire production for DARPA (Storyboards to final output) for the Future Solder Project. This was presented to U.S. Senate and shown on CNN.
Presentations to Connecticut Maya Mental Ray Users Group.
I teach Life Drawing and Color Theory at collegiate levels.

PROFESSIONAL EXPERIENCE:

Most recent: Senior VFX and Compositor for Raytheon Integrated Defense Systems.

Prior: Senior Stereo Depth Artist @ StereoD, LLC, Burbank, CA

Feature Films:

Captain America Senior Stereo Depth Artist, Stereo Compositor.

Thor Senior Stereo Depth Artist, Stereo Compositor.

Green Hornet Senior Stereo Depth Artist, conversion of 2d to Stereo with Nuke and proprietary software.

Gulliver's Travels Senior Stereo Depth Artist, conversion of 2d to Stereo with Nuke and proprietary software.

Molecules to the Max (CG Imax feature, produced by Rensselaer Polytechnic Institute.)
Duties: All lighting and surfacing/texturing, pipeline TD. I brought my Feature

Film experience to this small production and streamlined the pipeline by creating renderable assets, developed asset tracking, created efficient lighting rigs/render passes and developed advanced lighting techniques. Created all surfaces and textures used in the production.

Maya 8.5, Mental Ray, Photoshop, Windows, Linux.

The Barnyard (CG feature, produced by Omaton Studios/Paramount.)

Duties: Lead Lighter, Lead Texture.

Developed the technical standards for the Texture Department to ensure consistency across the project and reliability for rendering with MentalRay. Created training materials for both the Texture and the Lighting Department. Textured "hero" and background assets with traditional means and created procedural shader networks. Coordinated with Lighting, EFX, and Hair/Fur Departments to ensure compatibility through the pipeline.

XSI 4.2, Mental Ray, Photoshop, Digital Fusion.

Everyone's Hero (CG Feature produced by IDT and ReelFX.)

Duties: Texture Artist, UV layout. Maya 6.5, Mental Ray, Photoshop.

Short Films:

PEPFAR Shorts (5 CG shorts produced by Warner Brothers Animation.)

Duties: Lead texture/surfacing with emphasis on procedural methods.

XSI 7.0, Mental Ray, Photoshop.

Boz The Bear's Christmas (CG Children's DVD produced by ReelFX)

Duties: Textures, UV Layout, Lighting

Maya 6.5, Mental Ray, Photoshop.

The Toll (CG Short produced by Hatchling Studios.)

Duties: Textures, Surfacing TD, Lighting , Lighting Design.

XSI 4.2, Mental Ray, Photoshop, Digital Fusion.

Search and Rescue Scenario (CG DVD produced by [Raytheon Corporation](#))

Duties: Modeling, Surfacing/Texturing, Lighting, Animation.

Maya 7.0, XSI 5.1, Mental Ray, Photoshop.

Trauma Pod/Future Soldier project. (CG visualization for DARPA produced by XVIVO.)

Duties: Lead Artist, Storyboards, Modeling, Surfacing/Texturing, Lighting, animation, camera.

Maya 6.5, Mental Ray, Photoshop.

Games:

Forever Worlds (Node-based puzzle game produced by DreamCatcher Games.)

Duties: Lead Texture and Lighting Artist.

Lightwave 7.01, Photoshop.

Advanced Combat Simulator. (Urban combat simulator produced by Sony and DOD.)

Duties: Modeling, texturing, UV layout.

Maya 4.5, Mental Ray, Photoshop.

Broadcast:

Evolution: Darwin's Dangerous Idea. (8 hr. episodic TV series produced by PBS/WGBY and Frank Vitz Productions.)

Duties: UV layout and texturing of Characters.

Maya 4.5, Mental Ray, Photoshop, Deep Paint.

Web/Interactive:

[PostIt Notes](#) (Web Flash interactive site, produced for 3M Corporation.)

Duties: Textures/surfaces, Lighter, UV Layout.

Maya 6.5, Mental Ray, Photoshop.

[Campbell's Soup](#) (Interactive CD_ROM produced for Campbell's Soup.)

Duties: Modeling/Texturing.

Maya 5.5, Mental Ray, Photoshop.

Previsualization/Other:

[NBA on ESPN](#) (Pre-visualization of NBA broadcast set for ESPN.)

Duties: Modeling, Texturing/Shading, Lighting.

Maya 4.5, mental Ray, Photoshop.

[Barnyard TV](#) (Pre-visualization of props and characters for TV cartoon series produced by Omation and Nickelodeon.) Duties: Photoshop.

[Schwartz-Guinta Productions](#) (Textured and animated medical device animations.)

Duties: Model, texture/surface, light, animate. Houdini 4.5

Education:

[Vancouver Film School](#), Vancouver, BC. Comprehensive 3D Program

[Connecticut College](#), New London, CT

Bachelor of Fine Arts

Concentrations in Arts and Technology & Painting and Drawing