

# Robert Chapman

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Lighting • Look Dev • Texturing

## Overview

I have a passion for all things related to computer graphics. My main focus is on Lighting & Look Development but have received a generalists mindset due to my work in a fast moving commercial environment. While overseeing teams I have had a wonderful experience teaching and learning myself along the way. I have a broad understanding of a production pipeline, when it comes to Alembic to Z-depth I'm your guy.

## Software

### 3d Packages

- Maya
- Houdini
- C4D

### Lighting

- Arnold
- V-Ray
- Mantra

### Texturing

- Mari
- Substance

### Compositing

- Nuke
- After Effects

## Experience

- Lead Lighting Artist, The Mill, Los Angeles, CA – June 2017 - Present

### *Responsibilities:*

- Base Lighting Rig Scenes and set look
- Look Development of assets
- On set supervision
- Collaborate with directors to achieve desired look
- Scene assembly from animation
- Initial comp to setup layering & look
- Develop Python tools for teams/departments
- Lead projects, oversee all 3d tasks and lead reviews with team
- Bid on projects & assemble teams
- Lighting Artist, The Mill, Los Angeles, CA – June 2014 - June 2017
- Junior Lighting Artist, The Mill, Los Angeles, CA – June 2013 - June 2014
- Intern, The Mill, Los Angeles, CA – April 2013 - June 2013

## Education

- Bachelor of Science in Visual Effects and Motion Graphics  
The Art Institute of California, Orange County, Santa Ana, CA

## Leadership

- Lead Artist on various projects, The Mill