

# Shane Aherne

Look Development and Lighting

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## **Employment**

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### **Lighting Lead - "The Lego Movie"**

**Animal Logic, Sydney, Australia**

**06/2012 – 12/2014**

- Working closely with the Lighting Supervisor and CG Supervisor to establish the Lighting pipeline
- Leading a team of up to 16 Lighters and Compositors. Giving technical and artistic direction.
- Developing Key Lighting set ups
- Interfacing daily with R&D and TDs for troubleshooting, new tool development and optimizations.

### **Look Development Lead - "Elysium"**

**Image Engine, Vancouver, Canada**

**06/2011 – 06/2012**

- Established Image Engine's first dedicated Look Development Department
- Leading team of Lookdev TD's, on Neill Blomkamp feature. Image Engine's largest project to date
- Developing Renderman Compliant Shaders, tool development and solutions for key asset work
- Other duties included: Bidding, interviewing, working closely with R&D to roll out tool and shader updates and developing Lighting setups

### **Senior Lighting TD and Shader Writer - "Harry Potter and the Deathly Hallows Part 1 and 2"**

**Rising Sun Pictures, Adelaide, Australia**

**06/2010 – 06/2011**

- Developing Renderman Shaders and solutions for key character work
- Pipeline tool development
- Setting up Key Lighting

### **'Proof of Process' Look Development and Lighting Lead - "John Carter of Mars"**

**Double Negative, London, UK**

**06/2009 – 05/2010**

- Head of creature Look Development and Lighting for "Proof of Process" test
- Pipeline tool development

### **Technical Director - "Green Zone"**

**Double Negative, London, UK**

**03/2009-06/2009**

- Developing tools and render solutions for complex fly-over shot
- Lighting
- Texturing and Look Development

### **Look Development - "G.I. Joe - Rise of the Cobra"**

**Moving Picture Company, London, UK**

**11/2008 – 03/2009**

- Main Look Development for ice-tunnel sequences
- Key lighting for ice-tunnel sequences

### **Key Lighter - "The Tale of Despereaux"**

**Framestore, London, UK**

**06/2008 – 11/2008**

- Developing the lighting direction of multiple sequences
- Key Light lead for a team of artists, constantly providing both artistic and technical direction
- Training new Lighters on rendering/lighting tools, and Renderman

### **Pipeline and Lighting Technical Director - “The Tale of Despereaux”**

**Framestore, London, UK**

**11/2006 – 05/2008**

- Developing lighting tools and Renderman shaders
- Developing rendering solutions for Maya utilizing the opensource rendering translator 'Liquid'
- Maya API development work
- Pipeline and Shell scripting
- Scripting and Look Development for Hair

### **Lighting Technical Director - “Happy Feet”**

**Animal Logic, Sydney, Australia**

**6/2006 – 10/2006**

- Lighting shots using Maya and proprietary tools
- Compositing shots in Digital Fusion
- Troubleshooting all render issues relating to assigned shots
- Customizing proprietary tools with MEL script

### **Lighting/Rendering Technical Director - “The Ant Bully”**

**DNA Productions, Dallas, Texas**

**12/2005 – 6/2006**

- Troubleshooting Lighting, Animation, Texturing, Rendering and Effects issues. Lead point person for lighting issues.
- Lighting and compositing film shots and interstitials
- Developing and maintaining Houdini Digital Assets, providing Lighting artists with tools to enable efficient lighting set-ups
- Developing tools for effective rendering using Perl, PHP, SQL, Renderman, and Hscript
- VFX artist on several particle based Houdini effects shots

## **Education**

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### **MSc Computer Animation, Distinction, 2004 - 2005**

**National Centre for Computer Animation, Bournemouth University, UK**

Successfully completed MSc. in Computer Animation. Received a distinction for both Post Grad and joint highest distinction for final Masters.

### **Masters Thesis**

Based on the Siggraph paper Automatic Motion Capture Blending Application using Registration Curves

Created in C++ and built around the FBX SDK. Full details at <http://www.shaneaherne.com>

Areas of study include:

- Visual Theory & Practice: Cinematography, Storyboarding, Animatics
- Computer Animation Techniques and Tools: Maya, Renderman, Houdini, Shake
- Programming for Graphics: C++, OpenGL, Shader writing
- Computer Graphics Fundamentals: Math for Computer Graphics
- Computer Animation Theory and Practice: Algorithms such as Flocking, Fluid and Cloth

### **Computer Science, University College Cork, Ireland, 1999 - 2004**

**Honours Bachelor's Degree**

- During this 4-year degree worked on various media related subjects, these include projects in VRML, JavaScript, Adobe After Effects, Macromedia Flash. Programming languages within the degree include Java, C, ASP, PHP, Perl, and SQL.
- Final year project: developing and demonstrating a range of plugins for Computer Animation. This project won the Top Final Year Project Award 2004 in the Computer Science Faculty, in which over 120 projects were assessed.

## **Additional Information**

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- Irish Citizen
- Australian Permanent Resident

**References available upon request**