

Vishal Shah

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Lighting and rendering in physical world photography and using those lighting methods and lens knowledge in my CG software to achieve a more realistic look. Objective has always been working as lighting artist for challenging productions, giving support with my experience, and having a chance for professional growth.

<http://vishalshah.co.in/>



<http://vimeo.com/vishalshah>



<http://www.imdb.com/name/nm1437488/>



Work Experience

Film Production Experience

06/2019 - Present

Team Lead Lighting - Red Chillies.vfx

01/2019 - 04/2019

Sr./Key Lighting Artist

MPC Montreal, QC, Canada

Accomplishments

-Plan and setup the light rig for the entire sequence as a template.

01/2007 - 12/2018

Team Lead Lighting - Red Chillies.vfx

(Mumbai, INDIA) <http://redchilliesvfx.com/>

Accomplishments

-Look development. Translation of designs into 3D light setups.
-Complete shot realization from scene assembly, through lighting, layering and rendering to compositing to match live footage.
-Resolved complicated lighting/texturing/surfacing/cloth problems within 3D/2D environments, while choosing the most efficient way, as necessary.
-Delivering renders in multiple passes to allow for efficient re-rendering of elements and giving compositing flexibility to make adjustments as required.

Advertising Production Experience(TV Commercials)

09/2004 - 12/2006

3D Artist / Generalist

Famous Cine Fx (Mumbai, INDIA)

Accomplishments

-Creating photo-real visual effects for high-end Advertising projects and gaining in-depth knowledge of all the aspects of the visual effects process as a Generalist.

Education

1999 - 2002

Bachelors of Computer Science

University of Mumbai, INDIA.

2003 - 2004

MAAC (Maya Academy of Advanced Cinematics)-Mumbai

Skills & Competences

3D Lighting and Rendering

Autodesk 3dsMax

Look Dev and Shader management in 3Ds Max

Autodesk Maya

Lighting in Solid Angle Arnold

Arnold (Maya) / Vray (3DsMax)

Physically- accurate lighting and rendering
Custom render pass management
Look-Development

The Foundry Katana

Lighting and Look Development

Pixar's Renderman

Lighting and Look Development

The Foundry Nuke

Multipass Compositing (Intermediate level)

Adobe Photoshop

Photographic texture workflow
Texture painting

Non-Linear editing

After Effects

Licenses and Certifications

ACP (Autodesk Certified Professional) - 3DSMax 2015

MCSE (Microsoft Certified Systems Engineer)