

# Vishal Shah

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.

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

SHOWREEL

<http://vimeo.com/vishalshah>



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



## Work Experience

### Film Production Experience

**01/2022 - Present**  
**Lighting Supervisor**

DNEG India  
<https://www.dneg.com/>

**06/2019 - 12/2021**

**Team Lead Lighting**

Redchillies.vfx (Mumbai, India)  
[www.redchilliesvfx.com](http://www.redchilliesvfx.com)

**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**

Redchillies.vfx (Mumbai, INDIA)

**Accomplishments**

-Look development. Translation of designs into 3D light setups.  
-Complete shot realization from scene assembly, through lighting, within 3D/2D environments, while choosing the most efficient way, as necessary.

*Advertising Production Experience(TV Commercials)*

**09/2004 - 12/2006**

**3D Artist / Generalist**

Famous Cine Fx (Mumbai)

**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.

## 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

## Education

**1999 - 2002**

**Bachelors of Computer Science**

University of Mumbai, INDIA.

**2003 - 2004**

**MAAC (Maya Academy of Advanced Cinematics)-Mumbai**

## Licenses and Certifications

**ACP** (Autodesk Certified Professional) - 3DSMax 2015

**MCSE** (Microsoft Certified Systems Engineer)