

Dorien Gunnels

Lighting & Compositing Artist

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FILM CREDITS **Onward** (*in production*)
Spies In Disguise (*in production*)
Incredibles 2
Purl
Coco
Cars 3
Storks
Hotel Transylvania 2
B.O.O (*unreleased*)
Home
Penguins of Madagascar

How To Train Your Dragon 2
Mr. Peabody and Sherman
Rise of the Guardians
Madagascar 3: Europe's Most Wanted
Puss in Boots (*promotional*)
Dragons: Gift of the Night Fury
Night of the Living Carrots
Megamind: The Button of Doom
Megamind
The Collector

KEY SOFTWARE Katana Arnold
Nuke Maya
RenderMan Photoshop
After Effects
Proprietary software

INDUSTRY EXPERIENCE **Pixar Animation Studios** May 2019 – Present
Senior Lighting TD
Currently using Katana, Renderman, and Nuke to light and composite shots for *Onward*.

Blue Sky Studios June 2018 – April 2019
Senior Lighting TD
Used Nuke and proprietary lighting software to light and assist in compositing for *Spies in Disguise* (in production).

- Early crew helping Lighting Lead implement a new-to-company sequence-based approach to lighting a chase sequence.
- Provided shot-lighting and initial compositing.
- Collaborated closely with compositing artists to bring shots to final.

Pixar Animation Studios September 2016 – May 2018
Lighting TD
Used Katana, Renderman, and Nuke to light and composite shots for *Cars 3*, *Coco* (2018 Best Animated Feature Film), *Purl*, and *Incredibles 2*.

- Collaborated with a FX artist and a show lead to implement ghost style in *Coco* graveyard sequence based on a test shot.
- Worked closely within a team of six people to fully light the short film *Purl* within 1.5 months, delivering roughly 12 shots per person per week.
- Under the direction of the Director of Photography and other show leads, developed rights to solo-light multiple sequences in *Incredibles 2*.

Sony Pictures Imageworks

April 2015 – July 2016

Lighting Artist & Compositor

Used Katana, Arnold, and Nuke to light and composite for sequences in *Storks* and *Hotel Transylvania 2*.

- Developed customized Nuke scripts for team and show use.
- Collaborated with mixed local and remote teams of 3 to 20 lighters.
- Created cloud lighting rig for *Storks* utilized by multiple artists.

DreamWorks Animation

April 2014 – January 2015

Lead Lighting Artist & Compositor

Using Nuke and proprietary lighting and rendering software to light, composite, and support other lighters for sequences in *B.O.O.*, *Penguins of Madagascar*, and *Home*.

- Created initial key shot-lighting and set up associated lighting rigs.
- Collaborated closely with CG Supervisor to establish the look envisioned by Production Designer and VFX Supervisor.
- Supported lighting artists.

DreamWorks Animation

June 2010 – April 2014

Lighting Artist & Compositor

Using Nuke and proprietary lighting and rendering software to light and composite for sequences in *Megamind*, *Button of Doom*, *Night of the Living Carrots*, *Gift of the Night Fury*, *Puss in Boots*, *Madagascar 3*, *Rise of the Guardians*, *Mr. Peabody and Sherman*, and *How to Train Your Dragon 2*.

- Managed and combined assets from up-stream departments into deliverables.
- Created key shot-lighting and set up associated lighting rigs for one-of shots.
- Collaborated with mixed local and remote teams of 3 to 15 lighters.

Freelance

February 2009 – December 2009

VFX Artist

Using Maya, Mental Ray, Nuke, and Shake to light and composite for sequences in *The Collector*, music video *Heart Attack*, and short film *Blood and Soil*.

- Created lighting look for centerpiece element of music video
- Created and developed look for set elements in horror movie.
- Collaborated with teammate to create plot-critical visual effects for short film.

EDUCATION Savannah College of Art and Design (Georgia)

March 2010

Bachelor of Arts in Visual Effects, Minor in Technical Direction

Graduated with honors, Summa Cum Laude

Anderson University (South Carolina)

January 2006

Double Major in Graphic Design and Painting and Drawing

Transferred

RELATED
EXPERIENCE**Freelance,**
Event Photographer

July 2015 – Present

Captured and processed photography on assignment.

- Produced promotional photography for Resonance Frequencies, an emerging multimedia performance night.
- Published dedicated event galleries receiving over 72,000 pageviews.
- Collaborated with teammate to capture visually striking yet complete documentation of shark research expedition in a marine environment for University of Miami.
- Captured unique portraits in crowd environments for io9.com, an online publication with an average global readership of over 250 million people.