Daniel Rojas

Junior Lighting and Compositing Artist

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SKILLS SUMMARY

- Generalist background Specialized in Lighting and Compositing
- Capacity managing sequences and teams
- Leadership
- Problem solving
- Ability to prepare master lighting of different and complete sequences
- Ability to work under pressure with tight deadlines
- **Self-motivation** makes me constantly be looking to improve my work and performance.

EXPERIENCE

Last in Battle (Degree Final Project)

2018 - 2019

Last in Battle is a 2 minutes short film that I've been developing with 12 of my classmates. We've been working on it for the last 15 months, and we are finishing it in June 2019.

DIRECTOR (During preproduction and early production)

- Coordinate art and script teams
- Providing feedback
- Organization and participation in daily and weekly meetings

LIGHTING LEAD

- Preparing the master lighting for complete sequences
- Key shots lighting
- Shading look development
- Create render layers templates and custom AOV ready for compositing
- Collaborate with compositing artist to bring shots to final
- Work as render wrangler and solve render farm issues

ENVIRONMENT LEAD

- Modelling all the vegetation
- Create vegetation groups for a modular set dressing
- Set dressing of the jungle establishing and master files
- Supervise and shot set dressing and provide feedback

EDUCATION

La Salle Universitat Ramón Llull (Barcelona, Spain)

Animation & VFX Degree

2015 - 2019

Master Class (12 hours each)

2019

Stylized Shading for CG Animation xGen Character Grooming and Basic Simulation Dídac Ruiz (The SPA Studios)
Silvia Montes (ILION Animation
Studios)

CFX and nCloth Simulation

Isabel Bértolo (ILION Animation

Studios)

KEY SOFTWARE





Arnold







Photoshop



Substance Designer



ZBrush



MARI





V-Ray





Deadline



LANGUAGES

- Spanish (native)
- English
- Catalan