

ADITYA TALWAR

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CG Supervisor

Meticulous CG veteran who can solve demanding workflow problems and handle complex work scenarios with good grace and diligence in an expected timeframe. Possesses keen interest in the film making process with strong technical and aesthetic abilities in composition, light and colour. A great team communicator and a member of the Visual Effects Society with a feature film experience of more than ten years.

PROFESSIONAL EXPERIENCE

Flying Bark Productions, Sydney

Nov 2018 - Present

CG Supervisor

Working as a studio CG Supervisor on various feature animation projects. Responsibilities include:

- Collaborating with the VFX Supervisors and Pipeline team on best achieving a show's visual and technical requirements with development of tools, workflow and pipeline.
- Working closely with outsource vendors and post production partners to ensure a smooth transfer of data between the facilities for a more collaborative workflow.
- Working closely with Studio heads and Art Directors on look development and style exploration of new ideas for potential and upcoming shows.
- Making decisions regarding standardisation of softwares, file formats, deliveries and colour space issues across the shows.
- Forecasting of render requirements including farm machines and licensing.
- Planning and organising tasks and schedules with the producers to ensure on time completion of shows.

Weta Digital, Wellington

Aug 2018 - Sep 2018

Senior Lighting TD

Worked as a Senior Lighting Technical Director on 'Mortal Engines'. Responsibilities include:

- Working closely with the VFX supervisor, CG supervisors and leads for look development of the final battle sequence and setting up of light rigs and slap comps.
- Collaborating with RnD to implement and test new tools and workflows for a Katana lighting pipeline.
- Render optimisations and troubleshooting for complex scenes and fx assets to overcome the show's technical challenges.

Method Studios, Sydney

Jan 2018 - Aug 2018

Lighting Lead

Working as a Lighting Lead on two feature films 'Skyscraper' and 'Outlaw King'. Responsibilities include:

- Creation and maintenance of a prospering culture and providing creative and technical guidance within the Lighting team, through training, mentoring and work review.
- Collaborating with the CG and VFX Supervisors and other sequence leads on technical and visual solutions to best meet client demands regarding look and aesthetics.
- Delegate work to the team members and prioritise, plan and organise tasks with the producers.
- Working on assets and shots with a high level of complexity including setting up Katana sequence templates for other artists to build upon.

Animal Logic Pty Ltd, Sydney*Jul 2015 - Jan 2018 | Jul 2012 - Dec 2013***Senior Digital Artist**

Worked as a Lighting and Compositing artist on 'Peter Rabbit', 'Lego Ninjago Movie', 'Lego Batman Movie', 'The Lego Movie' and 'Walking with Dinosaurs 3D'. Responsibilities included:

- Lighting 'key' shots and setting up sequence light rigs and slap comps by working closely with the art director, lighting supervisors and leads.
- Render optimisations and troubleshooting for complex scenes and hair/fur assets.
- Stereoscopic compositing of self-lit shots on animated features and full CG shots on live action features. Slap comps for all working shots.
- Tool Development including an eye lighting gaffer, nuke automated sequence contact sheet generator and python codes to automate rendertime randomisation of light properties.
- Working closely with TDs and RnD to test and implement new features for the in house renderer 'Glimspe', including many light rendering.

Industrial Light & Magic, Singapore*Jun 2014 - Jun 2015***Lighting Technical Director**

Responsible for integrating CG characters in live action footages for the 'Warcraft' movie, including their look development and lighting.

- Lighting 'key' shots and working closely with show supervisors and leads to achieve a photorealistic look for the CG characters and their integration in live action plates.
- Setting up sequence light rigs and templates in Katana for use by other team members.
- Technical setup and troubleshooting for rendering particles in hair/fur under Katana.
- Development of in-house tools and scripts for better lighting and compositing workflows including Katana-Nuke bridge.

Prana Studios, Mumbai*Nov 2009 - Apr 2012***Visual Effects Artist**

Responsible for integrating CG elements with live action footage including look dev, lighting, compositing and fx for a wide array of feature films. Notable titles include:

- Killer Elite – Compositor, set extensions
- Transformers 3 – Look Development for the Decepticon POV, Compositing and Lighting TD for shots.
- Tron 2 Legacy – Lighting TD for Outland shots, research and implementation of V-ray into pipeline, Stereo Compositing and Ocula Workflow.
- Leonie – Compositor, set extensions
- Dylan Dog: Dead of Night – Compositor

EDUCATION**Diploma, 3D Animation and Visual Effects**

First-class honours

Vancouver Film School, BC, Canada

Bachelor of Science, Animation and Multimedia

First-class honours

Birla Institute of Technology, Ranchi, India

Online Certificate, Seeing through Photographs

The Museum of Modern Art (MoMA), NY

SOFTWARE KNOWLEDGE

Foundry Katana, Autodesk Maya, Foundry Nuke, Substance Painter, 3DS Max, Adobe Suite

Redshift, Renderman, Glimpse Renderer, Chaos V-Ray

TECHNICAL KNOWLEDGE

Python, LUA, MEL, C++, Java, ASP, HTML, Javascript

[References available upon request]