



RACHELLE LEWIS TALENT
Animation - VFX - Virtual Production
rachelelewis.com

POSITION: Head of Lighting

LOCATION: Los Angeles / Palo Alto, CA / Remote

CONTRACT: Full-time / Permanent

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RLT is seeking a **Head of Lighting** for a newly established feature animation studio that is already making a name for itself in a big way. Comprised of the industry's top talent, this Academy-Award-winning team is eager for passionate candidates ready to grow creatively, professionally, and personally. Are you bored with the antiquated assembly-line approach of legacy studios? Our client is waiting for you. This opportunity is one of those "moments" that will be remembered in animation history. If this sounds like something you're up for - we'd love to hear from you.

JOB SUMMARY

The Head of Lighting collaborates with the creative leadership to define the look-of-picture, lighting direction, and lighting techniques on the feature film. They work with production management to define an optimal workflow for the department to achieve the show's artistic lighting goals within the schedule and budget parameters. Come demonstrate your passion for lighting while building a next-generation production studio.

RESPONSIBILITIES

- Work closely with the Director/Production Designer/VFX Sup team to achieve overall artistic and technical lighting goals for the film.
- Establish the Unreal lighting workflow, toolset, and procedures in conjunction with the VFX Sup, CG Supervisors, and production management.
- Ensure workflows and looks are consistent across lighting teams.
- Creatively supervise lighting, delegating tasks as appropriate to the other CG Sups, leads, and lighting artists.
- Advise CG supervisors with an eye for maintaining consistent artistic goals.
- Work with the department production supervisor to bid lighting complexity and maintain the lighting schedule.
- Make recommendations and help manage film complexity from a global lighting perspective.
- Participate in overall lighting department hiring and staffing discussions with production management and the studio.
- Work with the department production supervisor on casting sequences to the CG Supervisors.
- Provide instruction as to visual and technical show standards as well as assisting in troubleshooting issues that arise.

- Work in collaboration and cooperation with all other departments and help resolve any cross-departmental issues that could arise.
- Ensure that all show and technical information is disseminated to the lighting teams.
- Represent the lighting department in studio initiatives.
- Partner with asset teams (character and environments) to ensure assets are both creatively and technically sound.
- Push innovation on the production in terms of being up-to-date with the latest developments in Unreal and lighting tools related to Unreal rasterizer and path-tracer.
- Ensure utmost quality in imagery while maintaining frame rate and understanding the limitations of real-time rendering.

REQUIREMENTS

- Previous lighting leadership and design experience required.
- Experience in real-time lighting.
- Expert on one (or more) of the industry standard renderers (Arnold, Renderman, Unreal).
- Deep understanding of Nuke or similar compositing pipeline.
- Experience with an asset tracking/management system is a plus.

If you are interested in talking about this opportunity, please email us and include your resume and reel.

If you fit the criteria, the next step would be setting up a phone call where we can give you the full download after signing an NDA.

Thank you - <http://rachellelewis.com/>

Contact: dana@rachellelewis.com with reel & resume if interested.

RLT is an employer-paid talent acquisition company; there is never a fee to the candidates.