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BREAKDOWN

The First: Season 1 [2018] • *Sr. Look Dev / Lighting Artist*

Katana, Renderman, Nuke

1st shot: Rocket launch FX volume exports look dev

- Worked and collaborated with FX team to define look and feel for FX volume exports
- Published shader to use across rocket launch sequence as a base template for shots consistency

2nd shot: Earth look dev and lighting

- Worked and collaborated with FX team to develop methodology for FX cloud layout for shots containing earth
- Constructed shading network for earth, FX cloud and lit shot

3rd shot: MTV space station and earth look dev and lighting

- Worked and collaborated with VFX Supervisor to develop look and feel of MTV space station
- Constructed shading networks for MTV space station and Earth
- Collaborated with Comp Supervisor to determine methodology and layer output
- Lit shot to integrate with live action plate

Other show duties:

- Researched and gathered data and visual references of real life facts and events
- Managed render layers and optimized render settings for final render
- Helped set up other shows to use methodology for FX cloud rendering

Thor: Ragnarok [2017] • *Sr. Look Dev / Lighting Artist*

Maya, V-Ray, Nuke

1st shot: Commodore spaceship and escape tunnel look dev and lighting

- Developed and constructed shading networks for Commodore spaceship and escape tunnel
- Worked with texture artists to achieve the desired look of assets
- Lit shot to integrate with live action plate

2nd shot: Commodore spaceship and an escape tunnel look dev

3rd shot: Commodore spaceship look dev

Other show duties:

- Developed and constructed shading networks for Warsong spaceship

Stranger Things: Season 2 [2017] • *Sr. Look Dev / Lighting Artist*

Katana, Renderman, Nuke

1st -2nd shots: Vine lighting

- Light CG vines to match and integrate to existing live action vines on plate

3rd - 4th shots: FX atmosphere look dev, Rift Chamber lighting

- Responsible for maintaining master light rigs and atmosphere FX live group for a team of lighters to use in sequence inside Rift Chamber
- Designed and developed elevator light rays look within the FX atmosphere
- Worked and collaborated with Comp Supervisor and Leads to determine layer output
- Lit key shots to set look and mood for sequences inside Rift Chamber and integrate with live action plate
- Lit a series of shots for one of the Rift Chamber sequence

5th - 7th shots: Demogorgon dogs lighting

- Light Demogorgon dogs to match and integrate to live action plate

Other show duties:

- Worked and collaborated with FX team to develop look for synapse FX using Houdini export datas



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Ghost in the Shell [2017] • Sr. Look Dev / Lighting Artist

Katana, V-Ray, Nuke

- 1st - 3rd shots: Hycop helicopter and gunmen look dev and lighting, environment lighting
- Developed and constructed shading networks for Hycop helicopter and Hycop gunmen
 - Worked with modelers and texture artists to achieve the desired looks of assets
 - Lit shot to integrate with live action plate
 - Creatively lit an all CG shot while maintaining sequence continuity

Other show duties:

- Worked with Dev and FX department to help studio with standardizing Houdini to Katana workflow
- Managed render layers and optimized render settings for final render

Star Trek: Beyond [2016] • Sr. Look Dev / Lighting Artist

Katana, V-Ray, Mudbox, Nuke

1st shot: Kalara ship look dev and lighting

- Worked and collaborated with DFX supervisor to define look and feel of injured mysterious Kalaras ship
- Developed and constructed shading networks for Kalaras ship

2nd shot: Abernath cradle and magical liquid look dev and lighting

- Developed and constructed shading networks for Abernath cradle and magical liquid
- Matched look and behavior of magical liquid shader to integrate with live action plate
- Lit shot to integrate with live action plate

Other show duties:

- Developed and constructed shading networks for Abernath box
- Packaged Abernath box asset to share with other facilities and vendors

Deadpool [2016] • Sr. Look Dev / Lighting Artist

Maya, V-Ray, Mari, Nuke

1st - 2nd shots: Hellicarrier support look dev and lighting

- Worked and collaborated with department supervisors and texture artists to define look and feel of assets
- Developed look and constructed shading networks for Hellicarrier support
- Lit shots while maintaining continuity

Other show duties:

- Responsible for constructing over 20 shaders for BG props and a digital double
- Developed look and constructed shading networks for other hero assets (Beam and Container door)
- Lit key shots containing hero assets container door to integrate and match to live action plate
- In shot look dev and lit CG interior set to integrate with talent(s) shot against green screen

After Earth [2013] • Lead Look Dev / Lighting Artist

Maya, V-Ray, Nuke

1st - 4th shots: Topo look dev and lighting

- Worked and collaborated with VFX and CG Supervisors to develop methodology
- Developed look and constructed shading networks for a navigation system in Hesper spaceship called Topo
- Created light rigs to distribute to shots for final renders
- Match and integrate CG assets lighting to live action plates
- Responsible for lighting and maintaining continuity for all shots containing Topo

Other show duties:

- Fill in and took charge in absence of department supervisors/leads
- Developed look and constructed shading networks for other hero assets (holographic GUI and a curtain door)
- Designed efficient render layers and passes to use in shots



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Cirque du Soleil: World's Away [2012] • *Lead Look Dev / Lighting Artist*

Maya, V-Ray, Nuke

1st - 2nd shots: Vermiculite look dev and lighting

- Worked and collaborated with VFX, Comp Supervisors and FX department to develop methodology
- Matched look based on references provided and constructed shading networks for a coarse sand-like mineral called Vermiculite
- Created light rigs to distribute to shots for final renders
- Lit all shots in sequence containing Vermiculite to integrate and match to live action plate
- Managed render layer and passes and optimized render setting for shots

Other show duties:

- Worked and collaborated with layout artist to set timing and built base for Vermiculite FX simulation and lighting

The Avengers [2012] • *Sr. Look Dev / Lighting Artist*

Maya, Mental Ray, Nuke

1st shot: Helicarrier interior look dev and lighting

- Developed look and constructed shading networks for interior of Helicarrier and digital doubles to use in different times of day scenario
- Created light rigs to distribute to shots for final renders
- Managed render layer and passes and optimized render setting for shots containing Helicarrier

Tron: Legacy [2010] • *Lighting Artist*

Maya, V-Ray, Nuke

1st - 3rd shots: Environment lighting

- Lit environment to integrate with live action plate and maintain sequence consistency
- Lit Rinzler character to match live action plate and provide compers with additional render layers for CG environment integrations
- Managed assets, render layers, passes and optimized settings for final renders

Priest [2011] • *Sr. Look Dev / Lighting Artist*

Maya, Mental Ray, Nuke

1st - 2nd shots: Statues look dev and lighting

- Developed and constructed shading networks for statues and their integration to live action ground plate
- Worked with modeler and texture artist to achieve the desired looks of assets

3rd - 6th shots: Trains and Train Tracks look dev

- Developed and constructed shading networks for trains to match live action box cars and their integrations
- Painted and altered generated texture maps to use with shaders
- Created light rigs to distribute to shots for final renders

Other show duties:

- Fill in and took charge in absence of department supervisors/leads
- Collaborated and worked with department supervisors and leads to develop show pipeline
- Developed and constructed shading networks for props and set extension
- Designed efficient render layers and passes to use in shots