

Nico Rehberg

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[PROFESSIONAL SUMMARY]

Skilled, versatile and fast 3D professional with a generalist background. Planning, pipeline development and Lead Lighting TD on 3 feature films. Lighting Artist and Lighting TD on 4 feature films and on various freelance jobs for TV and Print. A good eye for light and in-depth knowledge of lighting techniques. Extensive background in scripting and programming, doing R&D, pipeline development and streamlining the production process. Self-motivated, innovative, quick learning, integrates easily into new environments and works well under pressure.

Seeking a position where I can employ my artistic and technical skills in the Lighting and Rendering Department.

[AREAS OF EXPERTISE]

Look development. Translation of designs into 3D light setups. Complete shot realisation from scene assembly, through lighting, layering and rendering to compositing. Troubleshooting of render problems. Script and shader development in mel, python, C++, Rsl. Generalist experience in all fields of 3D and compositing.

[SOFTWARE]

Expert: Maya, Arnold, Vray, Nuke

Proficient: Fusion, RV, Photoshop, Shotgun, 3dsMax, Mental Ray, Renderman, 3Delight

Familiar: After Effects, Pftrack

Shader Writing for Arnold, Vray, Mental Ray and Renderman

Scripting: Mayas Mel and Python, Maya C++ plug-ins, RVs Mu, Maxscript

[FEATURE FILMS]

2015 Richard the Stork: Animation Pipeline Development for a full animated feature production using Maya, Shotgun.

2015 Mullewapp 2: Lighting and Render Pipeline Development for a full animated feature production using Maya, Arnold.

2014 Opps Noah Is Gone: Pipeline Development for a full animated feature production using Maya, Arnold, Shotgun and Nuke. Compositing TD. Stereoscopic Camera Artist.

2013 Sputnik: Complete VFX production and realisation for a German feature film. Including greenscreens, wire and people removal, TV content replacement, paint fixes, titles and full cg shots.

2012 Niko 2: Family Affairs: Lead Lighting TD. Planning and estimation of lighting schedule. R&D of lighting pipeline using Maya and 3delight. Developed lighting and rendering tools with easy-to-use user interface. Shaders for 3delight. Trained and supervised the lighting team. Light and look design of complete sequences.

2011 Sherlock Holmes: A Game of Shadows: Lighting TD. Shading, lighting and rendering of complex visual effect shots. Lookdev of full CG shots to match real footage. Troubleshooting of the new in-house lighting and shading pipeline.

2009 Animals United: Lead Lighting TD. Light and look design of complete sequences. R&D of mixed pipeline using Renderman and Mental Ray. Developed lighting and rendering workflow with easy-to-use user interface. Shaders for Renderman and Mental Ray. Trained and supervised artists new to the lighting team.

2008 Jasper - Journey to the End of the World: Rendering TD, Effects Artist. Lighting, layering, rendering and compositing. Set up of snow-system and fluid effects plus UI used in many shots by different artists. Developed some helper tools to simplify the lighting/layering process

2007 Impy's Wonderland. Lighting Artist. Light development with the art director. Lighting, layering, rendering and precompositing.

2007 Lissi and the Wild Emperor. Rendering TD. Assembled shots for rendering. Integrated the light. Pass setup and layering. Rendering and fixing of rendering related problems. Developed some scripts and simplified the work flow. Supervision of interns.

[FREELANCE]

2015 - 2016 Mackevision Hamburg GmbH. Generalist and Lead for various automotive jobs

2012 Pixomondo Hamburg. Shading, lighting and rendering for Porsche

2010 Philipp und Keuntje GmbH. Shading, lighting and rendering for car prints

2008 zerone CGI. Modelling and texturing for print ad

2008 - 2011 Animationsfabrik. Generalist and Lead for multiple TV ads, pipeline development

2006 Suedlich-t. Generalist for multiple TV ads.

2005 Jürgen Haas/ Jangled Nerves. Complete realisation of 3 min short for children's television

[EDUCATION]

Diplom in Media Design. 2002-2006 Bauhaus-University Weimar, Germany (university degree; comparable to master of arts)

Vordiplom in Computer Sciences. 2000-2002 Friedrich-Schiller-University Jena, Germany