

Nico Rehberg

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[PROFESSIONAL SUMMARY]

Vast experience in Feature Film production. Planning, pipeline development and CG Supervision on multiple feature films. Lighting Supervisor on various feature films and ads for TV and Print. A good eye for light and in-depth knowledge of lighting and shading 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.

[AREAS OF EXPERTISE]

CG Supervision. Lighting Supervision. Problem-solving in all areas of the production process. Complete Pipeline Development. Generalist experience in all fields of 3D and compositing.

[SOFTWARE]

Expert: Maya, Arnold, Nuke, Shotgrid

Proficient: Fusion, RV, Photoshop, Vray, 3dsMax

Shader Writing for Arnold, Vray, Mental Ray and Renderman

Scripting: Python, Maya C++ plug-ins, Maxscript, Shotgrid

[FEATURE FILMS]

2023 Niko - Beyond The Northern Lights: CG Supervisor, Lighting Supervisor

2022 Butterfly Tale: CG Supervisor, Lighting Supervisor

2021 The Amazing Maurice: CG Supervisor, Lighting Supervisor

2020 Oops! The Adventure Continues: CG Supervisor, Lighting Supervisor

2019 Bayala the Movie: CG Supervisor, Lighting Supervisor

2017 Luis and the Aliens: Lighting Supervisor, Lead Pipeline TD

2015 Richard the Stork: Animation Pipeline Development

2015 Mullewapp 2: Lighting and Render Pipeline Development

2014 Oops! Noah Is Gone: Pipeline Development, Compositing TD, Stereoscopic Layout

2013 Sputnik: Complete VFX production and realisation for a German feature film

2012 Niko 2: Family Affairs: Lead Lighting TD

2011 Sherlock Holmes: A Game of Shadows: Lighting TD MPC

2011 Fast & Furious Five: Lighting TD MPC

2009 Animals United: Lead Lighting TD

2008 Jasper - Journey to the End of the World: Rendering TD, Effects Artist.

2007 Impy's Wonderland. Lighting Artist, Light development with the art director

2007 Lissi and the Wild Emperor. Rendering TD, 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

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