

# Kevin McDonald

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## Skills and Software:

### VISUAL EFFECTS

- *Lighting and rendering with Path Tracing (Arnold)*
- *Lighting and Rendering using Point Based Global Illumination*
- *Lighting and Rendering using Global Illumination with gathering*
- *Color science of image pipeline*
- *high-dynamic range (HDR) photography*
- *color correction/grading*

### SOFTWARE

Arnold, Katana, Nuke, *Dreamworks Animation's proprietary micropolygon based renderer*, *Dreamworks Animation's proprietary lighting package*, Maya, Shake, After Effects, Photoshop, Lightroom, Linux

## CG Experience:

### SONY PICTURES IMAGEWORKS

Lighting TD

November 2014-present

- *Hotel Transylvania, 2014-2015*
- *Angry Birds, 2015-2016*
- *Storks, 2016*
- *Smurfs, 2016-2017*

### IMAGINARY FORCES

LookDev/Lighter

August 2013 - October 2013

- *Strife (video game trailer)*
  - *developed HDR lookdev lighting setup in Cinema 4D*
  - *used C4D's physical renderer (ray tracer)*
  - *look dev for 4 characters, including layered skin setup and metallic armor.*

### DREAMWORKS ANIMATION

Lead Lighter

July 2012 - July 2013

- *Turbo, 2013*
  - *billboard crowds lighting/rendering/comp setup for Indytrack race sequences*
  - *co-lead on Indytrack pre-race day sequence - Turbo time trial*
  - *early in the show, 8k consumer products' stills: Glowing night version of snails*
  - *sequence setup and shot production for the Turbo "Put Your 3D Glasses on Now" in-theater spot*
  - *lighting and compositing for production shots*

Lighter

March 2008 - June 2012

- *Madagascar 3, 2012*
- *Guardians, 2012*
  - *8k consumer products/publicity stills: North, Pitch, Bunny, Group in Sleigh*
- *Puss In Boots, 2011*
- *Megamind, 2010*
  - *lighting setup for brainbots in Megamind Lair sequence*
- *Shrek Forever After, 2010*
- *Monsters vs. Aliens, 2009*
  - *lit and composited production shots*
  - *lit and composited the character B.O.B. for all shots in two sequences, including the Golden Gate Bridge destruction sequence*
  - *completed tech fixes and some lighting on 100+ shots in robot invasion sequence*

Software Testing/Design November 2010 - August 2011

- *Beta testing of proprietary next generation lighting tool.*
- *Wrote spec and designed UIs for light/object manipulation in 3D View*
- *constructed many UI mock-ups for various UI elements/windows and workflows*
- *contributed to design of future lighting department workflows*

BLING November 2007 - March 2008  
Lighter, Compositor

- *Royal Caribbean Commercial*

## **Film Experience:**

SALON-O-PHOBIA (10 episode web series) July 2014

- *Color Grading*
- *Screen replacements*

LOVE LOVE LOVE (music video) June 2014

- *Color Grading*

SHELTER (Short film, low budget) November 2013

- *2nd Unit Director of Photography (zombies)*

NO EXIT (low budget) October 2013

- *1st/2nd Assistant Camera, DIT*

3D T-RIO MUSIC VIDEO PROJECT (low budget) August 2013, December 2013

- *Reshoot Night - Directory of Photography*
- *Greenscreen - Directory of Photography*
- *Original Shoot - Camera Operator, Jib Operator*

FIRST DAY (short film, low budget) June 2012

- *Director of Photography*

## **Education:**

SAVANNAH COLLEGE OF ART AND DESIGN (Savannah, GA)  
Masters of Fine Art (candidate) – Visual Effects, 2007

UNIVERSITY OF FLORIDA (Gainesville, FL)  
Bachelor of Science – Psychology, 2004.  
Minor – Computer Science