

SETH PETERSON

2D & 3D ARTIST

Phone : 562-756-6563

Email : seth.a.peterson@gmail.com

* advertising
* vfx
* vr

OBJECTIVE

With over a decade of experience in the visual effects industries, I specialize in creating digital imagery with a focus on product branding and VR advertising markets. I strive to solve technical and aesthetic problems through collaborative efforts with Art Directors, Digital Artists and Supervisors. By blending CGI, design concepts and photography, I am able to provide creative agencies a finely tuned digital branded experience.

SKILLS

Technical Software: Maya, Nuke, RenderMan, V-Ray, Adobe CS, Shotgun, Proprietary software & tools.

Technical Applications: VR, Lighting, Compositing, Lookdev, Previs, UI/UX, Pipeline R&D.

Office Tools: Linux, OSX, Windows.

SOCIAL

LinkedIn :

www.linkedin.com/in/sethaaronpeterson

IMDb :

www.imdb.com/name/nm1405699

AWARDS

Snow White and the Huntsman:
Oscar Nomination For Best Visual Effects - Rhythm & Hues Studios, March 2013

The Golden Compass:
Oscar For Best Visual Effects - Rhythm & Hues Studios, March 2008

EXPERIENCE

CG LIGHTING & COMPOSITING ARTIST | JUL 2014 - PRESENT

Evox Images, Los Angeles, CA

- Photorealistic compositing, lighting & surface material development.
- Stereo CG environments & UI/UX assets for VR applications.
- Optimization of Nuke processes through the use of Python scripts.
- Shotgun schedule management for VR Department projects.

Products: Lifestyle & Hero Stills, 360° Spins, Trim & Paint Configurators and VR assets for RelayCars (Oculus Rift & Gear VR).

Clients: Jaguar Land Rover, GM, Kia, Nissan, Datsun, Mitsubishi, Honda.

Agencies: Designory, Ansible, IPG Media Lab, Razorfish, TNS, Secret Weapon Marketing.

NUKE COMPOSITOR | MAY 2014 - JUN 2014

duMonde VFX, Santa Monica, CA

- Composited 15 shots utilizing 2D elements & 3D camera projections.
- Keyed blue and green screen BG plates for element integration.
- Removed tracking markers and product logos.

Barely Lethal, RKO Pictures

SENIOR LIGHTING ARTIST | MAR 2014 - MAY 2014

duMonde VFX, Santa Monica, CA

- Constructed light rigs and HDR images for lookdev and final renders.
- Assisted with shader development for hard body surfaces - Ships & Set Extensions.
- Developed & managed global render efficiency and material settings.

Crossbones, NBC - Universal

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EDUCATION

BACHELOR OF ARTS

1998 - 2001

California State University Long
Beach

Major: Film & Electronic Arts

REFERENCES & WORK HISTORY

Will gladly furnish personal and professional references on request.

For a more complete view of my work history, please visit my LinkedIn.

EXPERIENCE CONTINUED

LIGHTING & COMPOSITING ARTIST | APR 2013 - JUL 2013

Reel FX, Dallas, TX

- Created character based Nuke scripts for scene specific needs.
- Lighting, rendering, integration & final color on over 30 shots, throughout 3 distinct sequences.
- Utilized Nuke macros & animated grades for 'light metering' effects.

Free Birds, Relativity Media

LEAD / LIGHTING ARTIST | FEB 2006 - APR 2013

Rhythm & Hues, Los Angeles, CA / Kuala Lumpur, Malaysia

- Collaborated with Lighting Supervisors to test project specific render methods and techniques.
- Assisted with lookdev and pipeline R&D, as well as Lighting Department documentation.
- Beta tested new proprietary compositing package: "Crom."
- Created lighting rigs & environments on a sequence wide and per shot basis.

R.I.P.D., Universal

Snow White and the Huntsman, Universal

The Seventh Son, Warner Bros.

Big Miracle, Universal

Yogi Bear 3D, Warner Bros.

The A-Team, 20th Century Fox

Alvin 2, 20th Century Fox

The Wolfman, Universal

Aliens in the Attic, 20th Century Fox

Night at the Museum 2, 20th Century Fox

Cirque du Freak, Universal

The Mummy 3, Universal

Alvin, 20th Century Fox

The Golden Compass, New Line Cinema

Evan Almighty, Universal

Night at the Museum, 20th Century Fox

Fast and the Furious 3, Universal

3D TRACKING ARTIST | NOV 2005 - FEB 2006

Rhythm & Hues, Los Angeles, CA

- Performed camera & object tracks on 22 live action plates.
- Modeled tracking geometry based on set data.
- Matchmoved character rigs for lighting & shadows.

Garfield: A Tail of Two Kitties, 20th Century Fox