

# Kristal Plain

Kristalplain@hotmail.com

[www.kristalplain.com](http://www.kristalplain.com)

## Employment

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### **Radical Entertainment, Prototype 2 Lighting Artist**

**April 2011 – Current**

Software: In house engine, Perforce

- Using innovative non-UV based baking systems and techniques for massive open world environments
- Lighting for Non Interactive Sequences and gameplay sequences
- Baking lighting, taking into account sun, dynamic lights, prop lights, ambient occlusion and bounce light information for both interiors and exteriors
- Troubleshooting lighting and render farm systems and fixing bugs
- Supervising the work of another artist working on lighting
- Working and collaborating with my lead, shader writer, technical director and art director to achieve high quality next gen lighting and run time performance
- Colour correcting, working with post processing to match the desired time of day and to match concept art and direction
- Learning and troubleshooting in house engine and embracing new technical knowledge
- Working on PS3, Xbox360 and PC and ensuring a working, consistent build

### **Luximation Animation, Clockwork Girl Lighting & Comp Artist**

**January 2011 – March 2011**

Software: Maya, Nuke

- Strived for a competitive Feature Film quality, lighting in Maya and Comp trees in Nuke
- Embracing technical and organizational challenges including workflow and pipeline

### **Propaganda Games/Disney, Tron: Evolution Lighting Artist**

**November 2009 – December 24th 2010**

Software: Unreal Engine, Beast, Perforce

- Worked closely with Art and Technical directors to ensure creative direction is achieved in Environment Lighting for world and cinematics inspired by the movie Tron: Legacy
- Baking World Lighting as well as dynamic and character lighting
- Testing to check for build stability, reliability and consistency on PS3, XBOX 360 and PC
- Create and modify Light Maps, UVs and particles to enhance baking and Lighting quality
- Worked proactively to collaborate with other departments such as Art, Level Design, World Design, TD, QA and Production to resolve lighting related issues.
- Achieving required quality in all lighting and tasks while meeting deadlines
- Embracing technical challenges and remaining up to date and current in new lighting techniques

## Education

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**Capilano University**, Certificate 3D animation, 2008 – 2009  
Maya, Softimage, 3ds Max, After Effects, Zbrush

**Kwantlen University College**, Certificate Fine Arts, 2007 – 2008  
Colour Theory, Composition, Traditional Fine Arts skills

References available upon request