

# Sara Ireland (Colucci)

## 3D Lighting & Compositing Artist

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### Experience

#### March 2015 - May 2016 Composer / 3D Lighter LAIKA

Responsible for compositing stop motion production shots to meet the art direction of the movie which included: green screen removal, stabilization of plates, and VFX/CG integration. Assisted in lighting CG extras and set extensions using Katana and RenderMan.

*Kubo and the Two Strings* (2016)

#### March 2015 3D Lighter House Special

Responsible for lighting and rendering 3D environments in Maya using Arnold.

#### January 2014 - February 2015 Lighter DreamWorks Animation

Responsible for the lighting and compositing of production shots to meet the art direction of the movie. Developing and adjusting lighting rigs for one-off shots and locations. Debugging and solving rendering artifacts and errors.

*Home!* (2015)

#### March 2011 - January 2014 Lighting Technical Assistant DreamWorks Animation

Assisted Lead Lighting artists in the creation, implementation, and installation of rigs for lighting setups for sequences. Debugged and solved rendering artifacts and errors. Developed innovative and efficient techniques for loading, rendering, and handling complex sequences. Worked with peers and fellow Technical Directors on creating tools to expedite the setup process for lighting. Created Digital Imaging Mattes for use in Lustre. Lit and composited production shots for big budget films and animated short films.

*Kung Fu Panda: Secrets of the Masters* (2011), *Puss in Boots* (2011), *Turbo* (2013), *Home!* (2015)

#### June 2010 - March 2011 3D Motion Graphics Web/Video Design Home Depot

Responsible for creating the motion graphics, bumpers, lower thirds, transitions and text treatments for the Home Depot web videos. Lends creative input and aid on video shoots and production.

### Education

#### AnimationMentor.com

Certificate in Character Animation, 2007-2009

**Mentors:** Victor Navone, David Breaux, Ray Chase, Nicole Herr, Justin Barrett

**Relevant coursework:** Basic Foundations, Body Mechanics, Introduction to Acting, Advanced Acting, Short Planning

#### Drexel University

Bachelor of Science in Digital Media, 2003-2007

**Relevant coursework:** Figure Drawing, 3D Modeling & Animation, Character Animation I & II, Compositing, Shader Programming, Advanced Animation and Visual Effects

### Honors

#### Publications

"Planet Diggum: Multi-point Touch and Gesture Control of Gaming Environments"

Distributed Multimedia Systems Conference (DMS 2007), San Francisco, 2007.

Paul J. Diefenbach, William Muto, Sara Colucci, Chester Cunanan, Justin Dobies, James Grow, Matthew Smith.

#### Honors

Research Day Award 2006: "Archidigme: Modern Applications for Computer Graphics in New Media Marketing"

\*Basic knowledge and understanding

### Professional Skills

#### 3D Modeling/Animation

Autodesk Maya

Autodesk 3Ds Max

Maxon Cinema 4D

The Foundry Katana\*

#### Renderers

Mental Ray\*

VRAY\*

Arnold\*

RenderMan\*

#### Web & Interactive

Adobe Flash

Adobe Dreamweaver

#### Design & Compositing

Adobe Photoshop

Adobe Illustrator

Microsoft Word, Powerpoint

After Effects

Nuke

SynthEyes\*

#### Programming Languages

HTML / CSS

Actionscript 2 & 3

C++\*

Python\*

Maya MEL\*

PHP\*, JQuery\*

Massive/Fuzzy Logic\*

Renderman SL\*

#### Systems

Microsoft Windows

Mac OS

Linux