

# Sara Ireland (Colucci)

## 3D Lighting & Compositing Artist

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### Experience

#### **June 2016 - Present** **Compositing Supervisor** **LAIKA**

Responsible for the whole of the compositing and rotopaint team; entailing but not solely including, bidding out shots based on its complexity as well as the compositor skill level, guiding/motivating/supporting compositors in training, providing technical and artistic direction of shots in dailies and desk sides to achieve the Director's vision of the movie, establishing and approving look development and treatments, maintaining quality checks of approved and final shots to make sure everything is up to LAIKA's standards, and relentlessly pursuing innovative ways to make our 2D pipeline more efficient in relation to our CG workflows.

*Film 6 In Pre-Production, The Missing Link (2019)*

#### **March 2015 - May 2016** **Compositor / 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. 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)*

### Honors Education

#### **AnimationMentor.com**

Certificate in Character Animation, 2007-2009

#### **Drexel University**

Bachelor of Science in Digital Media, 2003-2007

#### **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.

\*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\*

#### **Design & Compositing**

Adobe Photoshop

Adobe Illustrator

Microsoft Word, Powerpoint

After Effects

Nuke

Vortech's EDDY for Nuke\*

Peregrine Bokeh for Nuke\*

Shotgun

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