

Lisa Clarity

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[imbd](#)

WORK HISTORY

Target Corporation Minneapolis, MN

Texture Artist/Development | 11/2019 - 6/2021

Worked with Adobe products to build a 3D pipeline.
Teaching designers how to work with Adobe Dimension. Building flexible materials for design team from scratch in substance designer or form Vizoo Scans. Helping Target to build a library for in house and off site designers for faster and consistent work flow.

Tau Films. 2404 Wilshire Blvd. #6E, Los Angeles, CA

Look Development Artist | 12/2017 - 11/2018

Created materials and textures that define the look of 3D characters and props. Worked in collaboration with artists remotely in multiple countries.

Activision Blizzard. Irvine, CA

Look Development Artist | 03/2017 - 10/2017

Worked closely with show leads and surfacing supervisor to provide high fidelity Grooming for production assets. Collaborated with Modeling, Look Development Artist and Lighters to achieve desired results. Interpreted Art Direction from multiple sources into a cohesive vision.

Pacific School MBUSD. Manhattan Beach, CA

Special Education Assistant | 01/2015 - 01/2017

Software

- Maya
- Xgen
- Arnold
- Photoshop
- Substance Painter
- Substance Designer
- Adobe Dimension

SKILLS

- Supervising large teams for lighting and compositing.
- Communicating effectively with people across disciplines, and at various levels of experience.
- Balancing artistic and technical skills to ensure work is of the highest possible quality (e.g. understanding how to properly economize renders while still achieving required quality).
- Collaborating with the software department to develop new technologies.

Worked with individual and small groups in a special education classroom as well as a general education classroom. Implemented goals of IEP and documentation. Worked with students with patience, understanding, sensitivity and a sense of humor. Interpreted curriculum to develop materials, tests, and learning activities to meet student needs. Communicated and served as a liaison for problems and concerns between general education teachers and special education teachers.

Rhythm & Hues Studios Inc. El Segundo, CA

Look Development Artist, Supervisor, Lighter | 02/1995 - 04/2013

Look Development: Technical and artistic creation of main characters on feature films, including fur grooming, scripting, texture mapping, and shader writing. Worked with cross-functional teams to define the final look. Supervised international teams for look development. Collaborated with the software team to develop new technologies. Created artistic and technical solutions and optimized renderings for production.

Sequence Supervisor: Led teams of 25+ lighters and compositors on feature films. Created collaborative and efficient teams to balance workload during production, maximizing output and meeting chaotic deadlines. Worked closely with cross-functional teams to leverage their strengths to find the most efficient solutions. Oversaw all shots and made sure they flowed together seamlessly.

Lead Lighter: Defined sequence look and all technical aspects required for scenes. Supervised scene lighters both technically and aesthetically in their work on the production.

Screen Lighter: Seamlessly integrated characters and props into live-action scenes by mimicking real-life shadows and light positioning.

Post Effects. Chicago, IL

Computer Artist | 03/1993 - 06/1995

EDUCATION

William Paterson University Wayne, NJ

Master of Fine Arts, Computer Animation 1993

Bachelor of Arts, Fine Arts 1991

Loyola Marymount University Extension

Web Design 2013

Team Awards

- Life of Pi (2012) Oscar for Achievements in Visual Effects
- Golden Compass (2008) Oscar for Achievements in Visual Effects
- The Chronicles of Narnia: The Lion, the Witch, and the Wardrobe (2005) Oscar Nomination for Achievements in Visual Effects

