

Lucas Granito, Digital Artist    Resume ~ updated June 2nd '06

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### Essentials:

Software Strengths  
Expert Photoshop, XSI/MentalRay, After Effects, Combustion, Shake, Digital Fusion  
Good Max, Dreamweaver, Flash, JScript, VBscript, HTML, Unix  
Basic.. Maya, C, Perl

Artistic Strengths  
Composition, Color, Detail, Originality, Subtlety

Mental Strengths  
Problem Solving, Fast/Good Learner, Good concentration.

Social Strengths  
Leader, Honest, Caring, Good Teaching Skills, know when to ask for help.

### Work Experience:

#### **Barnyard, The Movie (2006)**

Lead Lighting Supervisor

\* More info available upon request.

#### **The Adventures of Shark Boy & Lava Girl (2005)**

**Sin City (2004)**

**Racing Stripes (2004)**

**Sky Captain and the World of Tomorrow (2004)**

Senior Lighting/Shading/Matte Artist

\* More info available upon request.

#### **P3K Pinocchio 3000 (2002-2004)**

Lead Texture & Shading Artist / Comp Artist / FX Artist

Managed a team of 2 senior/1 junior texture artists, developed a texturing workflow & technical guidelines. Worked with lead lighting artist and AD to achieve the demanding "look" demanded by the film. Created a scripting library, with help from our assistant TD, to aid artist productivity. Helped solve numerous technical/artistic dilemmas for mine and other departments. Was able to have a hand in many facets of the pre-production and production. Created most of the 'motion graphics' for the film.

#### **Galidor TV series (2002)**

Senior Lighting / Texture Artist

Helped with lighting & texturing for a couple of months, while waiting for P3K production to resume.

#### **Galidor TV series (2001)**

Concept Artist / BG Design

Produced tests & art for a pitch, working alone, under guidance from the producer and artistic director.

#### **"Kea" Video Game trailer (2001)**

General 3d Artist

General 3d work for a game demo FMV. Did mostly texturing, lighting and special fx work.

### **Tv ad for Terra Coffee & Tea Ltd (2000)**

Freelance Producer / 3d animator

Produced a 30 second commercial for a coffee company, worked with 2 traditional animators to produce a hybrid 2d/3d style.

### **Pinocchio 3000 Demo Trailer (2000)**

Junior 3d Artist

Did lip-sync, some motion cap clean-up, texturing and compositing. This is the demo reel that led to the feature.

### **Heavy Metal FAKK 2 (1999)**

Junior 3d Artist

First job in 3d animation. Mainly worked on particle fx and texturing work.

### **Education :**

N.A.D. Center (3d Animation for Cinema & Television Program)  
Dawson College (Fine Arts, incomplete)  
Collège Beaubois (High School)

### **Languages Spoken:**

Fluent in both English and French.

### **Personal Interests:**

Electronic Music, Spy Novels, Independant Film & Animated Features, the latest Video Games, Travel & the outdoors.

### **References:**

Yannick Wilisky CG Supervisor, Hybride, [yannick@hybride.com](mailto:yannick@hybride.com)  
Philippe Theroux CG Supervisor, Hybride, [philippe@hybride.com](mailto:philippe@hybride.com)  
Christian Garcia CG Supervisor, CineGroupe [christ3d@cinegroupe.ca](mailto:christ3d@cinegroupe.ca)  
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Daniel Robichaud 3D Animation Supervisor / Director  
Martin Talbot CG Supervisor Canada, Electronic Arts [mtalbot@ea.com](mailto:mtalbot@ea.com)  
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