Caleb Hoernschemeyer

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Lighting designer   ◦   Video engineer   ◦   Virtual production tech

Summary:

I am a lighting designer and video operator who strives for technical perfection and aesthic quality throughout my shows. The process of bringing a concept through the pre-production and planning phases fuels me, ensuring that a smooth and safe load in meets both client and technician expectations. I program and design to be as visually captivating and seamless as possible, invoking joy and emotion from the time they park, to the time the house lights get called back on.

Work experience:

2012 – Rhino staging and event solutions
2014 – Precise Corporate Staging
2015 – Freelance Lighting Designer
2018 – Began my Youtube Channel
2020 – Freelance VFX Artist
2021 – Flow Productions – Virtual Production Studio

Lighting:

My Primary field since 2014, I am comfortable busking or cued styles, and I enjoy lighting for music and festivals, dance, and corporate shows. I believe every show deserves to look impactful.

I have worked on film projects in the past as lead lighting for green screen and grip assists.

I own my own GrandMA2 on PC Fader Wing, 2k node and 1k node.

-**GrandMA2: Proficient** in any scenario. Pixel mapping capable. Can busk or do cue to cue.
-**GrandMA3: Familiar**.
-**Hog4 Comfortable**.
-**Chamsys: Familiar**. Used in several shows but it's not my favorite.
-**Minuit Une Hybrid Laser Fixtures: Familiar**. Completed and certified by them.
-Weak point is timecode.

Video:

Doing this since 2018, I enjoy being able to make their primary content look as visually appealing on stage and on streams as possible, consulting with other departments when called for.

-**DMX Integration: Comfortable** with integrating and operating in Resolume, Arkaos, Touch Designer, or other video playback systems.
-**Video walls: Comfortable** with NovaStar and Linsn programming, familiar with RCFG files.
-**ATEM Switchers: Comfortable** with setup and operation with other video elements.
-**PowerPoint: Proficient**
-**Unreal Engine: Comfortable** with for 3D Content generation.
DaVinci Resolve: Comfortable for video editing.
Weak points are cameras, color grading.

Virtual / interactive:

A pipe dream turned into a profession, I greatly enjoy building virtual 3D environments for games, projections, interactive displays, and other use cases.

-**Touch Designer: Familiar** when used for interactive or augmented reality experiences.
-**Unreal Engine: Comfortable** in all aspects. Strong point is environment design, modeling in blender, materials, blueprints, DMX/OSC/Midi Integrations.
-**Virtual Production: Comfortable** with In-Camera VFX Workflow with Unreal Engine, Motive tracking, and Switchboard for management.
-**Blender: Comfortable**.
-**Virtual Reality Development: Familiar**. Ive made VR tools for VP, and developed AR apps.
-Weak point is inverse kinematics, behavior trees, GLSL.