Claudine Dimalanta

Independent Study Proposal

**Project:**

My project to be completed by the end of the class is an elevated portfolio that showcases a wide range of lighting proficiency to an industry level standard. The portfolio would include multiple examples of environmental lighting (both indoor and outdoor) as well as character lighting.

**Growth Goal:**

* Advance lighting and rendering understanding in both Redshift and Arnold for the Houdini and Maya engines respectively.
* Expand understanding of light rigging and linking features.
* Study real-world lighting and replicate examples.
* Advance further knowledge of the effect lighting has on various textures.

**New Skills Development:**

* Learn real-time lighting within the Unreal engine.
* Learn both stylized and realistic lighting.
* Learn compositing within the Blackmagic suite & Nuke.

**Project Plans:**

* Must populate my portfolio with at least 5 new lighting projects by the end of the term.
* Project will be completed by May 2020.
* Obtain assets to set up for lighting development.
* Semester time will be used to strengthen deeper understanding of building stages from lighting, to rendering, to final compositing.