Current Employees Apply via My Disney Career

SHARE (7 in y 🖾

Generalist (Environments), Sydney, Australia

Creature Technical Director - Rigging, Sydney,

RELATED JOBS

Texture Artist, Sydney, Australia

ILM Recruitment Guide

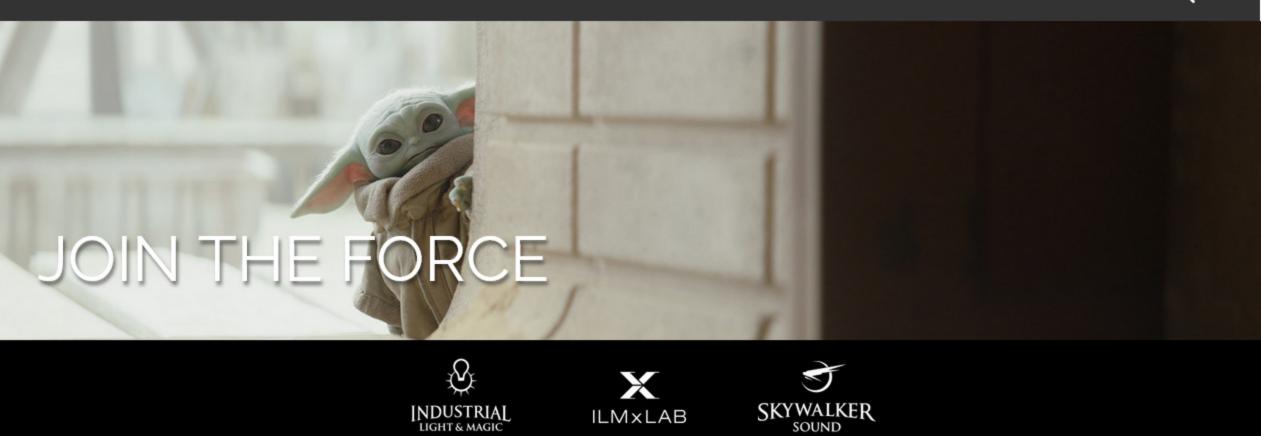
Having technical issues? View the FAQ's for help

Australia





United States



Lighting Technical Director

APPLY NOW

DISNEP CAREERS

Apply Later

Job ID: 10000802 Location: Sydney, Australia Business: Industrial Light & Magic Date posted: 3월. 08, 2023

Job Summary:

The youngest of all of the ILM studios, the Sydney studio leverages the expertise and technological know-how developed over 40 years at Industrial Light & Magic combined with the top artists and technicians in the region. Knowledge and culture flow freely between the company's five studios and the global team shares tools and workflow allowing for seamless teamwork on all shared projects.

As ILM Sydney continues to grow, we are seeking a Lighting Technical Director who has a passion for high end VFX and experience working in a collaborative team atmosphere.

Lighting Technical Directors (TD) work with direction from the Visual Effects Supervisors and Sequence Supervisors to create the look of computer-generated objects and scenes. They are responsible for lighting, shading, rendering, and some compositing. TDs work with all other departments to bring the shot together.

Primary Responsibilities:

- Render images for either digitally integrated VFX or full CG shots
- Manage all the upstream elements such as animation, simulation and FX caches and work with compositors to final shots
- Create or implement light rigs from either on set reference or concept art
- Actively develop solutions and techniques that meet art/technical direction
- Able to independently navigate and use previous setups for sequences, developing or matching key shots, managing multiple assets and lighting setups
- Work closely with Look Development Artists to evaluate assets in a shot context
- Management of volumetric light setups, including shadowing and cucoloris development
- · Light and render assets using CG hair and scattering skin materials.

Education / Experience:

 Bachelor's degree in computer science, engineering or computer graphics or equivalent 3-5+ years production experience or feature film experience with lighting work.

Required Skills / Technical Competencies:

- Linux Experience
- In depth knowledge of software application used specifically for lighting (preferably Katana and Renderman)
- Experience with Nuke.

Desirable Skills / Competencies:

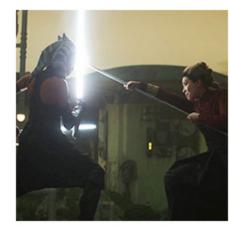
- Technical knowledge of path tracing
- Scripting using Python or OpScript.

JoinILM

At Lucasfilm/ILM we believe that diversity, inclusion and belonging are integral to our company. We are at our best when our people at all levels reflect the vast life experiences of our audiences, and we thrive when ideas and decisions from all are valued and represented. If you are passionate about the role, but don't fit every criteria of the posting, we encourage you to still apply. We want to hear your story.



Visit Our Latest News to Learn How Story Drives Everything We Do



Discover How We Challenge the Impossible Every Day. Learn More About Our Projects



Step Inside Our World of Stories to Learn More Abo Us at ILM

About Industrial Light & Magic:

Founded in 1975 by George Lucas, ILM is the leading effects facility in the world, serving the motion picture, commercial production, and attraction industries. ILM has created visual effects for over 325 feature films and has played a key role in seven of the top 10 worldwide box-office hits of all time and has contributed to 25 of the top 50. ILM has set the standard for visual effects, creating some of the most stunning images in the history of film. At the forefront of the digital revolution, the company continues to break new ground in visual effects, VR, AR, and Immersive Cinema.

About The Walt Disney Company:

The Walt Disney Company, together with its subsidiaries and affiliates, is a leading diversified international family entertainment and media enterprise with the following business segments: Disney Entertainment, ESPN, Disney Parks, and Experiences and Products. From humble beginnings as a cartoon studio in the 1920s to its preeminent name in the entertainment industry today, Disney proudly continues its legacy of creating world-class stories and experiences for every member of the family. Disney's stories, characters and experiences reach consumers and guests from every corner of the globe. With operations in more than 40 countries, our employees and cast members work together to create entertainment experiences that are both universally and locally cherished.

This position is with ILM (Australia) Pty. Ltd., which is part of a business we call Industrial Light & Magic.

APPLY NOW

Apply Later

WATCH OUR JOBS

Sign up to receive new job alerts and company information based on your preferences.

Job Category

Select a Job Category

Select

Select

Select

Location

Select Location









0



Site Map | Terms of Use | Privacy Policy | Cookie Policy | Interest-Based Ads | Do Not Sell or Share My Personal Information