

# EVA MATEO FÁBREGAS

LIGHTING AND COMPOSITING  
ARTIST

## CITIZENSHIP/WORK ELIGIBILITY:

Spain and eligibility in UE.

## CONTACT DETAILS



Cerdanyola del Vallès, Barcelona,  
Spain, 08290



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emateofabregas.artstation.com  
demo reel: <https://vimeo.com/484134313>  
code: *EvaDemoReel2022*

## EDUCATION

**La Salle URL University, Barcelona, Spain**  
Animation & Visual Effects Degree  
(2016-2020)

## LANGUAGES

**Spanish** Native  
**English** Professional Competence  
**Catalan** Native

## SKILLS

**Operating Systems**  
Windows and Mac OS.

**Software and Render Engines**  
Maya, Houdini, Substance 3D Painter, Solaris,  
Arnold, Redshift, Nuke, Shotgrid, f-track,  
Premiere, Photoshop.

## WORKSTORY

2/23-  
current

**Lighting and Compositing Cover artist - Blue Zoo Animation Studio**

S2 of Pip & Posy

Shot lighting and compositing and promo stills. Setup and rendering with Maya & Redshift, pre-comp, and compositing with Nuke.

8/22-  
2/23

**Lighting and Compositing artist - Leo Sanchez Studio**

Unannounced project and the Meeps

Unannounced project of the studio and 'the Meeps' music videoclip. Responsible for creating **light setups** of character development. Lighting **marketing shots** and the small task of **surfacing**.

7/22-  
current

**Lighting and Compositing artist, Freelance**

10/22-11/22 Art&Graft - Facebook Cover Avatars

**3D Artist.** Background images for social media. Responsible for creating shading, lighting and compositing. Setup and rendering with **Maya & Arnold**, and compositing with **Photoshop**.

7/22-7/22 Studio Kimchi - 'Believe in Hope' shortfilm

**Lighting Artist.** Responsible to make **masters** and **shot lighting**. **Render wrangler** (manage renders and report errors). Render optimization. Render in **Maya & Arnold**, slap comp and comp in **Fusion**.

5/21-  
11/21

**Lighting and Compositing Artist, Skydance Animation Madrid**

Spellbound - Apple TV

**Preproduction** step: I was working on **training shots** and lighting test of the main character of the film. Setup and rendering with **Houdini (Solaris) & Arnold**, pre-comp, and compositing with **Nuke**.

5/21-  
11/21

**Lighting and Compositing artist, Blue Zoo Animation Studio**

Big Tree City – Preschool Netflix Serie (Animation)

**Shot lighting and compositing.** Also, I help to develop some tools for **Nuke**. Setup and rendering with **Maya & Redshift**, pre-comp, and compositing with Nuke.

12/20-  
2/21

**Lighting artist, Jellyfish Pictures**

Spirit Untamed (2021) – DreamWorks Animation Studios

**Shot lighting.** Setup and rendering with **Maya & Arnold**, slap comp with **Nuke**.

8/20-  
10/20

**Lighting artist, Studio Kimchi**

Popota 2020 – Continente

**Toon shader developed** with the director. CG Background and character **lighting**. **Render wrangler** (manage renders and report errors). **Render optimization.** Render in **Arnold**, slap comp in **Fusion**.

## SHORT FILMS

### **RICK AND MORTY "SHATTERED-VERSE" Fanart**

Directed by Kelly Vawter - in production

Role: Lighting & Compositing Artist

### **Ripper (2021)**

Directed by Sergio Laguarda

Role: Lighting Artist

### **Cítrico (suspended)**

Directed by Laura Martin

Role: Shading & Texture artist

## KNOWLEDGE

- **Lighting, Render Setup** (render layers, AOV passes), & **Compositing** for animation (full CG) and VFX.
- **Render Optimization** and solve problems.
- **Cinematography**: understand compositing, lighting, psychology of color, camera, and optics in a narrative context.
- **File formats** and **codecs** from videos and images.
- **Color grading**: give footage a visual look matching the narrative and storytelling.
- **Photography** and **photo editing** using the publicity and cinematography rules.

## PUBLICATIONS / MENTIONS

### **ArtStation Magazine - Animation Insights From the ArtStation Community**

Mention blog that I wrote in Artstation webpage in the ArtStation magazine

### **ELSKSA - Project Workflow Fundamentals**

Mention Movistar project in 'Some Exemplary Projects'

### **80 lv - Creating Lighting for DreamWorks' Spirit Untamed**

Article that I explain my experience in Spirit Untamed and little breakdown of the lighting.

### **The Rookies – 10 tips to take your lighting and compositing demo reel to the next level.**

Article that I explain some tips to improve your lighting and compositing demo reel.

### **3D World Magazine – Issue 267 January 2021**

The Gallery 'The best digital art from the CG community'.  
Article about CG project that I did with Jaime López, the project 'Nobody f\*\*\*\* with Jesus'.

## PODCAST/ LIVE STREAM

### **Journey into Jr Lighting & Compositing Artist with Eva Mateo Fábregas (07/05/2022)**

Interview where I explain my short career into Animation industry. Also, I answered question from the people who was in live.

### **The 3D Podcast #04 - Eva Mateo The importance of 3D Lighting for Cinema and Series (03/08/2021)**

Podcast where I explain how the lighters works on production. I explain some topics of Spirit Untamed experience.