

Daniel Schmucker

LIGHTING & COMPOSITING ARTIST

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EXPERIENCE

SENIOR LIGHTING & COMPOSITING ARTIST 02/2023 - 02/2024

Blue Zoo Animation Studio, London, UK

Working as a senior artist on a new Nickelodeon show. Delivering a large volume of high guality production shots including a variety of lighting moods and atmospheres. Responsible for lighting master/key shots for several episodes based on the directors' briefs and colour keys.

WORKFLOW TD Image Engine, Vancouver B.C., Canada 10/2021 - 10/2022

Workflow TD for Image Engine's 2D departments (Compositing, DMP, Roto & Paint). I maintained and developed production workflows, created Nuke artist tools and automations built upon Gaffer. To improve workflow efficiency I developed parts of Image Engine's production pipeline and Nuke specific toolsets, as well as supporting artists and supervisors to find technical solutions and workflow improvements. Projects: Mandalorian (S3), Obi-Wan Kenobi, Willow, Fantastic Beasts 3, Foundation (S2), Lift

LIGHTING & COMPOSITING ARTIST 08/2020 - 10/2021

COMPOSITING ARTIST 03/2014 - 08/2017

Blue Zoo Animation Studio, London, UK

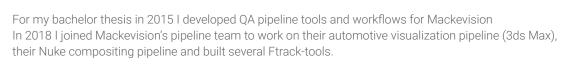
Lighting and compositing for high quality animated TV series Pip and Posy (Magic Light Pictures). Worked on one of Blue Zoo's internal short projects Sinking Feeling for charity PAPYRUS UK.

Mackevision Stuttgart, Germany

Primarily worked as a compositing artist on commercial projects. In my last year I trained new artists and tested the pipeline and tools at their newly opened Beijing studio and supervised several compositing projects in Stuttgart and Beijing.

PIPELINE DEVELOPER 02/2015 - 08/2015

07/2018 - 08/2018



EDUCATION

DIPLOMA TECHNICAL DIRECTOR 09/2017 - 07/2020

BACHELOR (ENGINEERING)

AUDIOVISUAL MEDIA 09/2011 - 08/2015

APPL. COMPUTER GRAPHICS 08/2013 - 12/2013



Programming Python, C#

Primary Software Maya, Nuke, Katana, Unity, Arnold, Redshift

Secondary Software

Premiere Pro, Photoshop, Houdini, Ftrack, Shotgun

Filmakademie Baden-Wuerttemberg, Germany Postgraduate study program "Animation / Technical Directing"

Projects: Leading Light, Evangeline, Kinky Kitchen, Ratatoskr, Unity Cryptomatte (research)

Stuttgart Media University, Germany

Major field of study: Computer Animation and Visual Effects Award for "Best Graduate - Audiovisual Media", summer semester 2015

California State University Chico, USA

Semester abroad, Fulbright Travel Grant and PROMOS scholarship



Photography

- 2 Cycling
- Coffee
- Archery
- A Strategy Games



English Professional Working Proficiency

German Native Proficiency

French **Elementary Proficiency**