

# Justin Dobies

Lighting and Compositing Supervisor

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## PROFESSIONAL SUMMARY

Over 15 years of experience in feature animation studios on both client and vendor sides. Using problem-solving and technical skills to create a new pipeline and to solve complex visual and technical challenges. Ability to translate new approaches into scalable methods that can be rolled out to a wider team. Passionate about fostering a collaborative team culture that delivers the best quality images through mentorship, communication and attention to detail.

## EXPERIENCE

### Warner Bros. Animation (2022-Current) – Lighting Supervisor

Worked with the director to achieve the faithful translation of a graphic novel style in CG. Developed tools and scripts for the inhouse CG pipeline. Reviewed surfacing and modelling to ensure a consistent look. Conveyed the look of the film to outsource studio through CG lit keys and lighting callouts and ran sequence launches. Assisted vendor studio by reviewing shots, providing feedback, debugging technical issues and creating tools in Nuke and Maya to improve efficiency. Plussed final shots from vendor in Nuke. Worked with DI to establish looks for various flashback scenes.

### DNEG Animation (2020-2022) – Lighting Supervisor

As supervisor on “Entergalactic”, developed a method for achieving the stylized 2d look in CG. Helped update the look development templates and lighting pipeline to maintain the final look while using scalable methods. Worked with lead lighters to develop a training curriculum to onboard artists remotely across 3 continents. Designed tools for easily sharing work between sites. Responsible for bidding, scheduling and casting all sequences and coordinating the work being done at multiple sites. Reviewed all internal work before presenting it to clients. Worked on lighting tests for multiple bids, focusing on realizing their desired artistic styles. Coached artists as part of an internal program for career development.

### DNEG Animation (2016-2020) – Lighting Lead

For “Ron's Gone Wrong”, worked with client and VFX supervisor to achieve the desired look for sequences. Created shot groups and cast shots to artists. Assisted artists in improving their shots and ensuring a cohesive look to the sequences. Collaborated with the technology team in creating a new multi-shot lighting pipeline for the feature animation division. Assisted the look development team in building their light rigs and templates.

### Walt Disney Animation Studios (2013-2019) – Senior Lighting Artist

Shot lighting and compositing on “Frozen”, “Big Hero 6”, “Feast”, “Zootopia”, “Moana” and “Frozen 2”. Developed Nuke gizmos and helped run a compositing training curriculum for artists.

### Sony Pictures Imageworks (2016) - Senior Lighting Artist

Shot lighting on “Alice Through the Looking Glass”.

### Dreamworks Animation SKG (2008-2013) - Lighting Artist/ Lighting TA

Shot lighting and compositing on “Shrek Forever After”, “Puss in Boots”, “Rise of the Guardians” and “Turbo”. Mentored and trained new hires.

## SOFTWARE

Katana  
Maya  
Nuke  
Clarisse  
Photoshop

## RENDERERS

Renderman  
V-Ray  
Arnold  
Hyperion  
Clarisse

## PROGRAMMING

Python  
Mel  
C++

## OPERATING SYSTEMS

Linux  
Mac  
Windows

## HONORS

Training Award,  
*Dreamworks Animation*  
Contributor, *Eurographics*  
Career Coach, *DNEG*  
Mental Health First Aid,  
*MHFA England*  
Eagle Scout, *Boy Scouts of America*

## EDUCATION

MS & BS in Digital Media,  
*Drexel University*

## INTERESTS

Travel  
Hiking  
Board games  
Baking pies

