

Craig Shiells

SENIOR LIGHTING INSTRUCTOR / LIGHTING SUPERVISOR

Vancouver, B.C.

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I love good lighting and I love problem solving. I love what Lighting brings to story telling and how it evokes emotion and supports the narrative. I also love the challenges CG Artists are faced with tackling in order to achieve a desired result. Finding a solution to a problem or a creative way to get a better result is extremely rewarding.

Being in the position as Lighting Instructor at Vancouver Film School has afforded me the time to reflect on my knowledge and organize my thoughts so I can pass it on to my students. As a story teller and artist, understanding why and where to place a light is very important. Knowing the rules for creating the illusion of shape, evoking an emotional response and creating visual interest in a composition are key to creating appealing content.

Experience

Mentor/Instructor (Part-Time)

Burnaby, BC
Sep 2022 - Present

BCIT - British Columbia Institute of Technology

Assist students with technical and artistic problems while they develop their final "capstone" projects.

Pipeline Supervisor/Senior Lighting Instructor (Full-Time)

Vancouver, British Columbia
Feb 2011 - Present

Vancouver Film School

As Pipeline Supervisor for Vancouver Film Schools 3D Animation and Visual Effects program, I'm responsible for reviewing and assessing production techniques and software and implementing them into our curriculum.

As a Lighting Instructor and Mentor, I'm responsible for educating students on different lighting techniques as well as creating lighting solutions that help tell a story and control the composition.

Lighting Artist

Vancouver, British Columbia
Jun 2009 - Feb 2011

United Front Games

Production Title: True Crime (Xbox360/PS3/PC)

Use 3D Studio Max to apply lighting to an open world environment (interiors and exteriors) as well as light NIS cut scenes in order to bring the Art Directors vision to life.

Work within the confines and limitations of a game engine to produce the best possible results, taking into consideration the mood and sense of drama created by the story and subsequent actions.

Senior FX Artist

Vancouver, British Columbia
Mar 2009 - Jun 2009

Nerdcorps Entertainment

Production Title: Hot Wheels: Battle Force 5 (Television)

Use Softimage XSI to produce particle based FX as well as render and composite the multiple elements on a shot by shot basis.

Provide assistance to junior artists, correspond with the directors and develop pipeline tools that may be used to simplify, improve or speed up the rendering and compositing of images.

Lighting Artist

Vancouver, British Columbia
Feb 2008 - Dec 2008

Electronic Arts/Blackbox

Production Title: Skate2 (Xbox360/PS3)

Use Maya to apply lighting to a open world environment as well as light the Main Menu and associated user interface.

Balance and tuning of texture sets diffuse, specular, reflection and normal maps as well as management of lightmap UV's.

Generalist/Multiple Titles

Vancouver, British Columbia
Dec 2003 - Feb 2008

Rainmaker (Mainframe) Entertainment

Technical Animation Supervisor:

Barbie in A Christmas Carol (2008)

Barbie and The Diamond Castle (2008)

As the Technical Animation Supervisor it was my responsibility to lead a team of artists in creating a pipeline for cloth simulation that would be used for hair and clothing. The pipeline had to be efficient, flexible and meet the requirements of the production budget and expectations of the client. The result being a virtually automated system that animators could implement through the touch of a button and produce acceptable results under normal circumstance. As well as being artistically challenging, this position also required extensive knowledge of Visual Basic Script and Softimage XSI.

Lighting Supervisor:

Boom Boom Sabotage (2006)

As the Lighting Supervisor it was my responsibility to establish lighting for all characters and sets and work closely with the Art Director to achieve the desired look for the production. I was responsible for managing a crew of artists, setting quotas, troubleshooting any issues and making sure the show got done on schedule.

Technical Animator/FX Artist:

Barbie as the Island Princess (2007)

Fairytopia: Magic Of The Rainbow (2007)

Barbie in the 12 Dancing Princesses (2006)

Max Steele: Force Of Nature (2005)

Barbie and the Magic of Pegasus 3-D (2005)

As an FX artist it was my responsibility to produce particle based FX that met the requirements of the director on a shot by shot basis. For my Technical Animator credit, I was responsible for fixing and working with cloth simulations.

Lighter/Compositer:

Stuart Little 3: Call of the Wild (2005)
Hot Wheels Highway 35 World Race: Speed of Silence (2005)
Inspector Gadget's Biggest Caper Ever (2005)
Hot Wheels: Acceleracers (2005)
Barbie: Fairytopia(2005)
Max Steele: Endangered Species (2004)
Barbie: The Princess And The Pauper (2004)
Popeye's Voyage: The Quest for Pappy (2004)

For these productions I was responsible for the lighting,
rendering and compositing of shots.

Software

Software Knowledge

Autodesk Maya

Foundry' Nuke
Adobe Photoshop

Redshift Renderer
Solid Angle Arnold
Chaos Group V-Ray

Education

Diploma

Vancouver Film School

Diploma for successful completion of their 3D Animation &
Visual Effects Program.

Vancouver, British Columbia
Jan 2001 - Oct 2002

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