



STEVEN BINDLEY

www.artefactum.com/demo_2009.html

3D Lighting_Compositing
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T: (514) 527-5807
L: English, french

Skills:

Lead lighting for CG movies and TV productions.
Digital compositing with Digital Fusion, NukeX
3D lighting : CG movies and TV productions, Architecture, interior design and virtual sets.
Learn new tools and software to maintain a high level professional production.
Ability to resolve technical issue (debug)
Photography (digital and traditionnal 35 mm camera)
Lecturer for school and University, 3D animation program: The making of Tripping the Rift.

Softwares:

Maya	3dsMAX	Softimage XSI	Adobe CS5
NukeX	Digital Fusion	PFTrack	Autocad 2D & 3D

Experiences:

2009-2010	Ultramarines movie Lead lighting, Lighting, Rendering, Compositing (XSI)	Pop6, Montreal, Quebec
2009	Inuk, season 3 VFX, Lighting, Rendering, Compositing (XSI)	Pop6, Montreal, Quebec
2008	Short film: Zoiz. Director, writing, storyboard, lighting, FX, compositing, editing Production of a short trailer for TV show (personnal project)	Zoiz Productions. Montreal
2005-2007	Tripping the Rift, season 2 and 3 Lead lighting, Lighting, Rendering and Debugging	CinéGroupe, Montreal, Quebec
1988-2009:	Artefactum: 3D service for industrial design, interior design and architecture. Clients include: Alcan, Bell Canada, Bombardier, Cogeco, Forzani, Hydro-Québec, Intrawest, Levi's Canada, Loto-Québec, Molson, Yellow Pages, Pfizer, Radio-Canada, SNC-Lavalin, Telus, Ubisoft, et plusieurs autres	
1998-2009	Indesign inc. Montreal, Quebec 3D modeling of architectural and interior design projects (Freelance contract)	

Education:

2011	FXPHD online vfx training: www.fxphd.com Nuke intermediate and advanced classes, Nuke Stereoscopic Workshop
2009	VanARTS, Vancouver, Masterclass with PIXAR Artists "Animation" et "Storyboarding & Story Development" Masterclass
2009	NAD Center, Montreal, Québec Intensive Compositing program (4 months) with Digital Fusion
1985-1988	Université de Montréal, Quebec BA Industrial Design
1987	Ecole Nationale Supérieure de Création Industrielle, Paris, France Industrial Design (6 months internship)
1982-1985	Université du Québec à Montréal, Quebec BA Environnemental Design