
CV 2011

Jem Grimshaw | Lighting Technical Director

Summary of Qualifications

I have more than 10 years experience working in a studio environment. In this time I have gained an advanced understanding of lighting and an in-depth knowledge of the visual effects process and studio pipelines. I have extensive experience lighting and rendering many varied shots and styles. In the past I have worked for small independent outfits, commercial houses and large film studios.

I have advanced knowledge of Maya and specifically Mentalray and Renderman including lights, shaders, rendering optimisation, and advanced techniques like radiosity and subsurface scattering. I possess a good understanding of all the disciplines involved including experience in design, pre production, location and studio lighting, shooting film and photography, previz, matchmoving, modelling, texturing, rigging, animating, shader building, effects, rendering, compositing, and grading. Experienced in using proprietary software in a script-based UNIX environment.

I have the creativity and the visual understanding to be able to respond to direction and develop a concept to final image.

Production Experience

July 2009 – present

Cinesite – London, UK | Lighting Technical Director

- John Carter from Mars - Lighting of flying ships, look development of ships and city
- Battle: Los Angeles - Lighting of aliens and look development of alien artefacts.
- Marmaduke - Lighting photoreal dogs for head replacements
- Clash of the Titans - Responsible for look development and lighting of giant scorpions for 5 minute fight sequence.

May 2009

Kazoo Creative – London, UK | 3D Generalist

- West End Films: ident - look development, modelling, animation, shading, lighting, mentalRay.

Jan – April 2009

Th1ng – London, UK | Lighting Technical Director

- Character lighting, environment lighting, look dev, renderMan.
- COI Financial Services Authority
- AirWick

Sept – Dec 2008

Aardman Animation – Bristol, UK | Technical Director

- Commercials Department – paint effects, hair, lighting, renderMan.
- McVities
- Cheerios (Pitch)
- Immoduim

- Sept 2007 – April 2008 **Moving Picture Company** – London, UK | Lighting Technical Director
Film Department - hero lighting, crowd lighting, renderMan, mental ray, previz.
- The Chronicles of Narnia: Prince Caspian
- Fred Claus
- Jan 2007 – Sept 2007 **Moving Picture Company** – London, UK | 3d Generalist
Commercials Department - model making, texturing, lighting, mental Ray.
- Bacardi: Exilir
- Charles Worthington Shampoo: Pack shots for 3 ads
- Transport for London: Climate Change
- Shell: Better better
- McDonalds: Monopoly Launch
- Ford: On the road again
- Ballentine's Whisky: Underground
- NHS smoke Free: Wedding
- April – Nov 2006 **Against All Odds** – Stockholm, Sweden | 3d Generalist
Look development, model making, texturing, lighting, rigging, mental ray.
- Tylenol
- Stella Artois
- X-Games
- Oct – Dec 2005 **422 Ltd** – Bristol, UK | 3d Generalist
Animating, model making & texturing
- I shouldn't be alive: Discovery Channel
- July – Oct 2005 **Collision Films** – Bristol, UK | 3d Generalist
Model making, texturing, lighting, mentalray
- Shock Headed Peter: Pilot film.
- Jan – July 2005 **Bolex Brothers** – Bristol, UK | 3d Generalist
Look development, model making, tracking, texturing, Maya software.
- The Fabulous Furry Freak Brothers: Pilot film.
- Sept 2003 - April 2004 **Jim Henson's Creature Workshop** – London, UK | 3d Matchmover
Film Department - tracking, fur, texturing, Shake
- 5 Children & IT.
- The Pride: BBC.
- April – Aug 2003 **One Post** – London, UK | 3d Junior
Previz, model making & texturing.
- Kellogg's: Dexter's secret laboratory.
- Co-op: singing sheep.
- March 2003 **Aardman Animation** – Bristol, UK | 3d studio experience
Maya & After Effects junior, odd jobs and learning.
Introduction to CGI dept and Maya
- Jan 2002 – March 2003 **Area17** – London, UK | Artist/Technician
Events broadcast & web graphics.
- Rain Dance film Festival: The Door - 3 min short – lighting
- Universal Sci-fi Channel: The Future of Sex - wire frame graphics

July – Dec 2002 **Picture It Facilities** – London, UK | Audiovisual Technician
Installation of events lighting and projection equipment.
Film launches (Odeon Cinema Leicester sq) and corporate events

Feb – May 2002 **BDP Media Solutions** – London, UK | Researcher
Researching for cable documentary's, also responsible for breaking down
and preparing camera kits.

Jan – July 2000 **DDH Film & Television** – London, UK | Lighting Assistant/Spark
Studio and Location set-ups.
Music videos, Adverts, Short films, and one feature film.

July – Sept 1999 **Café Productions** – London, UK | Runner
Corporate videos, working on set in the city.

Projections for Events and Venues

Nike fall footwear apparel fashion show
Sleaze Magazine re-launch party
Puma spring fashion show apparel event
Notting Hill Arts Club Rub monthly event
The End aka bar/Alpine Fever monthly event
93 feet east Ice-T album launch
93 feet east Ninja Tunes Tru thoughts launch
Herbal Remedy monthly event
The Fortress studios Blah monthly event

Studio and Gallery Work

Slinkichu private-view press photography
Chatuax Roux catalogue photography
SunHarbour studio and live gig photography
Sara Burg album cover studio photography
Santa's Ghetto Street Art exhibition
Banksy Turf War exhibition
Loading Bay Gallery Digital installation
Heinz gallery RIBA Art Nouveau Architecture of Riga
Herne Bay Summer festival Fire Sculpture
Vetrare Artistiche Toscana Glass Studio
Creative Glass Studio
Joseph Bell and Son Glass Studio

Skills

Apple Mac | PC | Linux

Maya | MEL scripting
MentalRay | RenderMan

Shake | After Effects | Nuke
3D Equalizer | Boujou

Drawing | Photography | Stained Glass
Stop frame animation | 2D animation | 3D animation
Set Construction | Lighting - studio & location | SLR, DV, Super 8

Education

July 2005	Soho House - London Shake Compositing - 2 week full time
July - Sept 2004	Stanton School - London MEL scripting - 12 classes
Sept 2002 - March 2003	Southwark University - London Digital Art & Design BTEC
Sept 1994 - July 1997	Camberwell College of Art - London History of Art & Design BA

Referees

Josh Thorne

Against All Odds
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Hugo Farmer

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