

FATEMA TARZI

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EXPERIENCE

Cinesite, London, England

February 2011 - December 2011

Senior Lighting TD – “John Carter”

Lookdev - Using Houdini 10.05 to create final look of fx thern animation for 3D stereoscopic live action film. Manipulating fx thern caches by applying shaders, normal/opacity maps and setting up point clouds for color bleeding, sub surface and inner glow.

Keylighting - Setting up light rigs for full fx animated cg thern sanctuary and corridor in Houdini 10.05 and rendering using Renderman. Lighting separate elements of fx caches and integrating seamlessly for full fx cg environments. Creating slap comps in Nuke v5.2 for mono and stereoscopic versions.

Animal Logic, Sydney, Australia

April 2010 - October 2010

Senior Lighting TD – “Legend of the Guardians: The Owls of Ga’Hoole”

Lighting/compositing - Lighting cg elements and volumetrics in Maya v8.5 and rendering using Renderman. Compositing shots in Nuke v5.2 to final for a full cg animated feature film. Using a stylized color palette and creating lighting rigs to match look of cg set and cg characters set forth by the art director. Complete shots in both mono and stereoscopic versions.

Rhythm & Hues, Los Angeles, CA

September 2009 - November 2009

Sequence/Scene Lighting TD – “Alvin and the Chipmunks 2”

Sequence lighting - Using proprietary software to troubleshoot and prepare all necessary files for scene lighters to work with. Initial set up of light positions, shadows and all rendering elements for furred characters. Set up over 25 shots including close up hero shots.

Scene lighting - Lit environments and cg furred characters, including positioning key lights, creating shadows, etc. for both live action integration and fully CG images. Use 2D and 3D proprietary software to composite as a means of lighting and combine scene elements.

May 2009 - August 2009

Scene Lighting TD – “The Wolfman”

Scene lighting - Lit environments and 3D furred characters and cg elements, including positioning key lights, creating shadows, etc. for both live action integration and fully CG images. Use 2D and 3D proprietary software to composite as a means of lighting and combine scene elements.

December 2008 - April 2009

Scene Lighting TD – “Night at the Museum 2”

Scene lighting - Lit environments and cg elements, including positioning key lights, creating shadows, etc. for both live action integration and fully CG images. Use 2D and 3D proprietary software to composite as a means of lighting and combine scene elements.

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EXPERIENCE - Continued

June 2008 - November 2008

Scene Lighting TD – “*Aliens in the Attic*”

Scene lighting - Lit environments and cg elements, including positioning key lights, creating shadows, etc. for both live action integration and fully CG images. Use 2D and 3D proprietary software to composite as a means of lighting and combine scene elements.

January 2008-May 2008

Visual Effects TD – “*The Incredible Hulk*”

Create visual effects to represent asphalt debris, dust, bullet hits, concrete breaking and metal bolts popping off as particle simulations using Houdini 8.2. Use 3D lighting and advanced rendering to composite effects in proprietary software. Perform visual and analytical problem-solving in 3 dimensional space.

February 2007-October 2007

Visual Effects TD – “*The Golden Compass*”

Create visual effects to represent natural phenomenon blowing snow as particle simulations using Houdini 8.2. Use 3D lighting and advanced rendering to composite effects in proprietary software. Perform visual and analytical problem-solving in 3 dimensional space.

Admarketing Inc., Los Angeles, CA

April 2002-January 2007

Senior Designer/Assistant Art Director

Implement and develop designs for catalogs, brochures, newspaper ads, flyers, signage, banners and graphics for retail advertisements. Act as a liaison between external vendors including press checks. Digitize video, edit transfer reels and create EDL lists of television commercials for post-production. Troubleshoot Macintosh computers and networks.

Hatherleigh Press, New York, NY

February 2000-March 2002

Book/Graphic Designer

Create original design concepts for layout of books, including chapter openers, headers, footers, table of contents, etc. Design multiple templates, selected fonts and created tables using Quark Xpress 4.1. Scan images and color-corrected black and white photos for layout in books. Design book covers, catalogs and postcards for company promotions.

SKILLS

Linux Platform using Unix • PC Platform • Mac Platform • Maya 8.5 • Houdini 10.05 • Nuke 5.2 • Renderman Mental Ray • Photoshop CS5 • Illustrator CS5 • Boujou3 • Matchmover • DVD Studio Pro 4 • FlashCS5 • Dreamweaver CS5 • Final Cut Pro HD • Premiere 7.0 • After Effects 6.5 • Quark Xpress 6.0

EDUCATION

Gnomon School of Visual Effects, Los Angeles, CA

March 2005 - March 2006 - Major: Visual Effects

School of Visual Arts, New York, NY

B.F.A., May 2000 - Major: Computer Art