

Marlon Sutherland

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LIGHTING ARTIST | FEATURE-LENGTH ANIMATION

Detail-oriented lighting artist with proven success manipulating colour, light, and composition to unite various technical elements and create beautiful imagery. Utilizes technical and visual problem-solving skills to maintain consistent quality and shape the audience experience. Thrives in team environments, able to communicate issues and share ideas throughout production while taking direction from creative leadership.

CORE SKILLS

Lighting Design ▪ Node-Based Compositing
Look Development ▪ Strategic Problem-Solving
Project Management ▪ Quality Assurance
Visual Storytelling ▪ Colour Theory
Pipeline Applications & Workflows

TECHNICAL SKILLS

3D Packages: Autodesk Maya, Autodesk Max, Katana

Texture painting: Substance Painter, Adobe Photoshop

Compositing: Nuke X, Adobe After Effects

Rendering: Renderman, Arnold Renderer, KeyShot

Project Management: monday.com, Microsoft Office

STUDIO PRODUCTION EXPERIENCE

LIGHTING ARTIST & COMPOSITOR | LucasFilm and Industrial Light and Magic | 2010 – 2012

- ◆ Ensured the quality and consistency of various design elements as a key member of the lighting and compositing team, meeting ambitious technical and artistic goals within a highly-accelerated development environment.
- ◆ Produced over 30 shots for the award-winning feature film Rango, navigating artistic challenges alongside supervisors and team leads to ensure the highest quality – tools included Renderman, the in-house design package Zeno, and Nuke.
- ◆ Selected by production leadership to facilitate training on Nuke best practices for shot file organization.
- ◆ Contributed lighting and look development to the pre-production process of Strange Magic, interpreting artistic references while adhering to the art director's core aesthetic.

SENIOR LIGHTING ARTIST / GENERAL ARTIST | Imagi Studios Ltd. | 2007 – 2009

- ◆ Produced compelling character and environmental lighting for the feature film Astro Boy (2009) -- Upheld the core vision of the film's art directors, character designers, and production leadership as a key player in the film's final shots and production design – tools used include Maya, Nuke, and Renderman.
- ◆ Contributed 3D lighting design, compositing, modeling, and look development to the Tetsujin 28 film and teaser trailer.

FREELANCE 3D ARTIST & DESIGNER | 2001 – 2006

- ◆ Built relationships with studios across North America and Asia, earning distinction for excellence in digital production, modeling, look development, and compositing.
- ◆ Key clients include Cartoon Network Asia and WowWee Ltd – the company behind *RoboSapians*.

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ADDITIONAL PROFESSIONAL EXPERIENCE

PRODUCT DESIGNER & DEVELOPMENT MANAGER | GPGS | 2012 – Present

- Manages and operates the company's in-house product design studio, overseeing the conception, development, and production of over 60 new consumer products annually.
- Responsible for special projects and direct marketing initiatives, prioritizing multiple simultaneous projects representing more than 60% of the company's total revenue.
- Created and maintained the company's 3D printing operations, establishing core processes and best practices to accelerate production.
- Builds and renders 3D models used in marketing and production initiatives, matching the specifications of unique products to engage potential consumers and drive interest.
- Directs the creative vision for marketing videos used across channels, creating compelling content while aligning with the leadership team's priorities.

INDEPENDENT PROJECTS

LIGHTING ARTIST & COMPOSITOR | 2021 – 2023

- *Bugg in the City*: Owned lighting, compositing, and look development for an outdoor scene shot from two different angles, combining heavily detailed elements to evoke a high-energy scenario.
- *Creature Walking*: Explored using lighting to create mood, creating a "daytime" and "nighttime" version of the same character-focused scene.
- *Black Swan*: Translated an existing live-action reference into compelling 3D artistry, emphasizing subtle mood shifts through lighting to communicate a character's emotions.

EDUCATION

Diploma, Digital Animation Production | Centennial College School of Communication – Ontario, Canada

Diploma, Architectural Design and Technology | George Brown College – Ontario, Canada

PROFESSIONAL TRAINING

Compositing in Nuke | Rebelway | 2023

Photorealistic Lighting, Lighting For Animation | Academy of Animated Art (AAA) | 2022 – 2023

Lighting & Shading for Film Production, Hard Surface Modeling for Film | CG Master Academy (CGMA) | 2020, 2022

Advanced Lighting Practices for Maya & Arnold, Lighting Principles with Arnold | fxphd | 2021