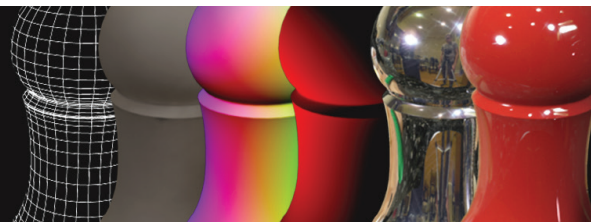


# Jared Broddle

Lighter - Compositor

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913-231-9158



## “Alchemist”

Modeled and textured various objects. Verified visual consistency of all assets using preliminary lighting that I created.

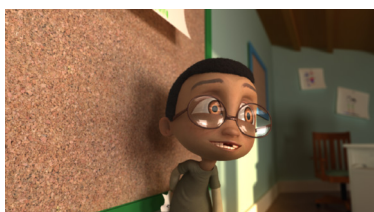
Software - Maya, Arnold, Nuke



## “Legacy”

Worked on a collaborative animation short with 20 other lighters. Responsible for lighting and minor comp work in Nuke. Colorized the shots according to a color script provided by the visual development team.

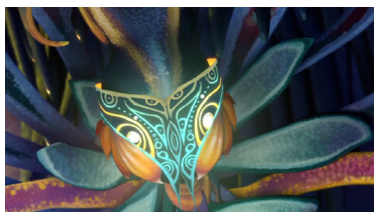
Software - Maya, Nuke



## “Sasha”

Worked on a collaborative animation short as the only lighter on the film. Responsible for lighting and minor comp work in Nuke. Colorized the shots according to a color script provided by the creator of the short film.

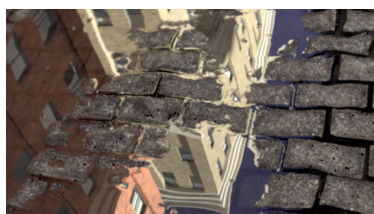
Software - Maya, Nuke



## “Teway”

Worked as a lead lighter and comp supervisor on a student film. Shots were animated in Maya, lit in Houdini, and comped in Nuke. I rendered the backgrounds using Maya.

Software - Maya, Houdini, Nuke



## “Street Puddle”

I shot my own timelapse HDR sequence on a Canon 5D mkII which was used to help light the scene. The bricks were sculpted in zBrush.

Software - Maya, Nuke, Photoshop



## “Salt and Pepper Shaker”

Composited multiple layers over a live-action background plate with a camera matchmove. Tracked the camera in Nuke and imported it into Maya.

Software - Maya, Nuke



## “In Aeternam”

Composited live action green and blue screen elements with several cg elements including an environment, smoke, particulates, and a user interface. Colorized shots with assistance from VFX Supervisor for a consistent grade.

Software - Maya, Nuke