

## Marc Toscano

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### Experience:

**Double Negative Vancouver:** Senior Lighting Artist/LookDev: 12/15-7/16

**Film: Star Trek Beyond**

- Assisted in creating Lighting Style Guides for Enterprise and various elements in Space
- Lighting Shots
- Providing elements to Compositors
- Marketing Images
- Minor Animation

**Black Coffee:** 3D Artist-Model, Texture, Animation Lighting, FX, Compositing

AutoNuvo: Brand Creation

Sephur: Medical Simulation

**Digital Extremes:** Senior Lighting Artist/LookDev: 7/12 – 2/15

**Games** – Star Trek (all 46 Levels), Warframe (Art sets - Grineer Galleon, Clan Dojo, Orokin, Orokin Derelict, Grineer Forest, Asteroid Transition, Corpus Infested, Sector Wars, Orokin Sabotage, UI Tutorial, Archwing Trench Run, Tenno Hub Relay Station, Foromian Assault, Intel and Spy Vaults)

**Voice Over-** 2 Infested Creatures

### Responsibilities:

- Discussions with Art Director overall look and mood of set.
- Assist in creating Style Guides or Art Bibles
- Creation of Production Art Splash pages
- Source Concept Art and/or (if there is no Concept art yet) find own reference (submit to Art for direction approval)
- Defining Global Parameters for set. (Global Color Palette, Ambient Levels (or black levels) Emissive, Bloom etc.) (if necessary additional set ups may be required "Regular", "Warning", "Critical" or "Power OFF" status)
- Defining Lighting Schemes: Color Palette for Lights (color temp, intensities), Naming Conventions, and of course Placement.
- Create beauty Corners (include atmosphere (fog, god rays, smoke, etc and suggestions for custom work if FX are required)) to submit for approval
- Light Levels( and spaceships of course), add FX if necessary.
- Define Color Corrections or Look Up Tables

**Naughty Dog:** Lighting Artist-Cinematic 5/11– 10-11

**Games** – Uncharted 3: Drakes Deception...Hi Res Screenshots available on request

**Sony Picture Imageworks:** Senior Lighting TD 2/7/11 – 5/15/11

**Film-** The Green Lantern

**Prime Focus:** 3-D Conversion

**TellTale Games:** Lighting Consultant

**Games:** Jurassic Park, Back to the Future, Celebrity Poker

**MPC:** Senior Lighting TD

**Film:** Robin Hood

**Weta Digital Ltd.:** Senior Lighting TD

**Film:** Avatar

**Digital Domain:** Senior Lighting TD

**Film:** The Curious Case Of Benjamin Buttons, Speed Racer Trailer

**Framestore CFC:** Sequence Lighting Look Dev, Senior Lighting

**Film:** The Golden Compass

**The Orphanage:** Look Dev/Shot TD

**Film:** Fantastic Four 2

**Polygon Pictures Japan:** Digital Artist/Lighting Lead

**Television:** My Friends Tigger and Pooh **Game Animation/Promo Poster:** BASTARD!

**Rhythm & Hues:** Digital Artist

**Film:** Chronicles of Narnia: The Lion, The Witch and The Wardrobe

**Zoic Studios:** Digital Artist

**Television:** C.S.I. Vegas “The Big Middle”, Invasion TV pilot

**Dreamorks:** Senior Digital Artist

**Feature:** Shrek2, Shark Tale, Shark Tale DVD

**ESC Entertainment:** Senior Digital Artist

**Feature:** Matrix Reloaded, Matrix Revolutions

**Industrial Light and Magic:** Digital Artist

**Feature:** Star Wars-The Phantom Menace, The Perfect Storm, ET-Re-release, Men In Black2

**Commercial:** Lays Chips, Lays Euro (lead), TelMex

**ILM independent:** Lexus Dream

**Sony Picture Imageworks:** Digital Artist

**Feature:** Stuart Little 2

**New Line Cinema:** Consultant

**Feature:** Bonez

**Interscope:** Digital Artist/Particle Animator

**Feature:** What Dreams May Come

**Warner Digital:** Senior Digital Artist

**Feature:** Contact, Batman and Robin, Mars Attacks, Eraser

**Commercial:** Intel (lead) **Special Venue:** Marvin the Martian 3D

**Boss Film Studios:** Digital Artist **Feature:** True Lies (lead), Drop Zone, Outbreak, Species

**Commercial:** Bud Bowl VI, Bud Japan, KLM Northwest

**Special Venue:** Scubadog

**Michael O'Rourke Studios:** Modeler Frank Stella Sculptures

**Software:** Clarisse, Evolution, Unreal(basic), CryEngine3 SDK(basic) Maya, ZBrush (basic), Nuke, Renderman, Mental Ray, SketchBook Pro, Photoshop, Lightroom various company proprietary software

**Education: Digital Tutors** various classes of interest,

**New York Film Academy** certificate of completion 8/99-9/99

**U.C.L.A. Extension** – Cinematography I, II 1997 fall and spring semester

**Pratt Institute** 10/92 Master Of Fine Arts Computer Graphics Major Thesis: 3D Character Animation.

**Rhode Island College** 5/89 Bachelor of Arts-Art Studio Graphic Design. Major

**Personal Interests :** Surfing, Snowboarding,, Hiking, Muay Thai Kickboxing, Sketching, Painting, Photography