

Marc Toscano

marct@chucklehedz.com

518-301-0177

www.chucklehedz.com

Experience:

Vicarious Visions: Senior Lighting Artist/LookDev: 5/17 - Present

Games: Destiny DLC2

- Key Lighting Levels
- Assisting in LookDev
- Cinematic Lighting
- Created Lighting Schemes/Color Palettes for lights

Sony Pictures Imageworks: Senior Lighting Artist/LookDev: 10/16-5/17

Film: Emojis

- Key Lighting Sequences
- Assisting in LookDev
- Lighting and Compositing

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 (Enterprise Shot made cover of Cinefex)
- 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: Grognok, Bonobo, Katana, Arnold, 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, Sketching, Painting, Photography