

# Salauddin Kazi

Lighting / Crowd TD

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## Experience

**Crowd TD | Dr D Studios Pty. Ltd,** Sydney | Nov 2010 - Till Date

Involved in creating crowd simulations for the feature Happy Feet 2.

**Crowd (Massive) TD | Animal Logic Pty. Ltd,** Sydney | Mar 2010 - July 2010

Setting up massive crowd agents, shot simulations and lighting for the feature Sucker Punch.

**Lighter / Support TD | Nwave Digital,** Brussels | Nov 2008 - Sept 2009

My responsibilities were to light and render characters and environments maintaining lighting consistency between various shots for the stereoscopic feature Sammy's Adventures.

**Massive / Lighting TD | Prana Studios Pvt Ltd,** Mumbai | Sept 2007 - Nov 2008

My primary responsibilities were to light and render cg elements to match live action plates and to create crowd simulations using Massive. For the crowd simulations I was involved in processing of mocap data, creating motion tree and brain in massive. Also supported and troubleshooted issues during the shot production.

**Pipeline TD | Prime Focus Ltd,** Mumbai | Dec 2006 - Aug 2007

My responsibilities were to develop tools, systems, and procedures to facilitate the data flow between departments in an efficient, organized and simple to use way. Anticipate data flow related needs of the different production departments, troubleshoot and fix bugs and maintain documentation.

**Generalist TD / Compositor | Skyworks Studios,** Anand | Oct 2005 - Nov 2006

Involved in various aspects of the production like R&D, pipeline setup and implementation, renderfarm setup, lighting and compositing.

## Credits

**Sucker Punch** (2011)

Creating massive crowd agents | Shot specific simulations | Lighting and Rendering.

**Sammy's Adventures: The Secret Passage [3D]** (2010)s

Lighting and rendering of characters and environments using Maya and 3Delight.

**Delhi 6** (2008)

Worked in a team of three on the New York song sequence of the movie. I was mainly involved in lighting of the Biplane and the Empire State Building, setting up and rendering CG passes for the shots involving matte paintings using Maya and Renderman.

**Chi Bi (Red Cliff)** (2008)

Crowd R&D using Massive Software.

**Tinker Bell** (2008)

Developed crowd agents in Massive for crowd sequences and trained the artist to setup shot simulations. Also supported the lighting department to setup crowd simulation into the lighting pipeline.

### **Tales Of The Riverbank (2008)**

Implemented and supported show pipeline tools at different facilities. Troubleshooting cg and pipeline related problems.

### **Education**

**Diploma with Honors in Visual Effects** from VanArts (Vancouver Institute of Media Arts), Canada. August 2004 - January 2005.

**Certificate in Visual Effects and Digital Animation** from The Art Institute of Vancouver-Burnaby, Canada. June 2003 - March 2004.

**Bachelors of Electrical and Electronics Engineering** from M. S. Ramaiah Institute of Technology, Bangalore. September 2002.

### **Skills**

3D - **Maya, Massive, Renderman**

Compositing - **Nuke, Shake** (Apple certified shake user)

Programming - **Mel, Python, TCL/TK, Shell Scripting, C++**

2D - **Photoshop**

### **Referrals**

#### **Samir Hoon**

President / VFX Supervisor, Prana Studios Pvt Ltd.  
samirhoon@gmail.com

#### **Michael Grobe**

VFX Supervision. Consulting. Lecturing.  
www.grobifx.com . grobi@grobifx.com

#### **Jude Adamson**

Lighting Supervisor, The Monk Studio.  
jude36@gmail.com