

Chris Barischoff

3D Artist: Lighting, Shading, Texturing, Modeling

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Work Experience:

3D Lighter - Poptarts, Cox Communications (TV spot)

December 2011—March 2012 - Duck Studios, Santa Monica

- 3D Lighting, Rendering, Compositing

3D Lighter - Once Upon a Time, Fringe, Panam (TV)

August 2011—November 2011 - Zoic Studios

- 3D Lighting, Lighting TD work, Rendering, Texturing, Modeling.

3D Lighter - Mass Effect III (TV spot/promo),

May 2011—June 2011 - Solid LA, Santa Monica, CA.

- 3D Lighting, Shading, Rendering, Texturing

3D Lighter/Generalist - XFactor (TV spot), Premium Rush (film),
Fringe (TV), Wonder Woman (TV).

January 2011—May 2011 - Zoic Studios, Culver City, CA.

- 3D Lighting, Shading, Rendering, Texturing, Shatter Dynamics.

3D Lighting Lead - Lego Star Wars (TV spot), Bugatti Veyron (Spec.)

November 2010—January 2011 - The Core, Marina Del Rey, CA.

- 3D Lighting Development, Environment modeling, Shading, Rendering.

3D Artist - COX Cable (TV spot)

August 2010—October 2010 - Blind, Los Angeles, CA

- 3D Modeling, Shading, Lighting, Rendering.

3D Lighting Lead - TDC (TV spot)

June 2010—August 2010 - Frame DK, Copenhagen, Denmark.

- 3D Shading, Lighting, Rendering.

3D Lighting Lead - Lego (Animation; Spec. piece)

June 2010 The Core, Marina Del Rey, CA.

- 3D Lighting, Texturing, Rendering.

3D Lighter/Generalist - Priest (Film), Burlesque (Film)

May 2010—June 2010 Zoic Studios, Culver City, CA.

- 3D Lighting, Modeling, Texturing, Rendering, Compositing.

3D Lighter - Adidas (TV/Web spot)

January 2010 - Frame DK, Copenhagen, Denmark.

- 3D Shading, Lighting, Rendering, Environment Modeling/Texturing.

3D Lighter - Ford (TV spot), Lincoln (TV spot)

November 2009 - December 2009 - Frame DK, Copenhagen, Denmark.

- 3D Shading, Lighting, Rendering.

3D Lighter - Manwich (TV spot)

September 2009 - October 2009 - Roger, Los Angeles, CA.

- 3D Texturing, Shading, Lighting on organic objects.

3D Lighter - Asgrow (TV spot)

August 2009 - September 2009 - Blind, Santa Monica, CA.

- 3D Texturing, Shading, Lighting on organic objects.

3D Scene Assembler - Dragon Age (Animation; TV spot)

June 2009 - August 2009 - Blur Studio, Venice, CA

- 3D Lighting.; Assembling scene assets per shot
- Rendering and Compositing final 3D animation footage.

Education

Otis College of Art and Design; Lincoln Blvd, Los Angeles, CA

- BFA - Digital Media department.

Software

Maya, Mental Ray, Vray, Nuke, After Effects, Fusion, Shake, Photoshop, Boujou, PF Track, 3DS Max, Mudbox

Programs

Teach Free Lighting Workshops at Otis College of Art and Design

More Work Experience:

3D Lighter - Yahoo! (Times Square Walgreens display)

May 2009 - June 2009 - The Core, Marina Del Rey, CA

- Lighting, Shading, Texturing and Rendering for advertising.

3D Generalist - Harmony in Speed (website intro)

April 2009 - Harmony in Speed website, Los Angeles, CA

- Animation, Shading, Lighting, Rendering

Visual Effects Artist - *Terminator Salvation*

January 2009 - March 2009; Pixel Liberation Front, Venice, CA

- Visual effects compositing for feature film.

Visual Effects Artist - *The Box* (Warner Bros.)

June 2008 - October 2008; Pixel Liberation Front, Venice, CA

- Visual effects compositing for feature film.