

Graham Cunningham

Lighting / Compositing / Look-Development

www.splash3d.com | splash3d@outlook.com | www.linkedin.com/in/grahamcunninghamsplash3d

Lead Lighter & Compositor: Led teams of artists to deliver final frames at the highest quality. Worked closely with project leadership to develop and finalize key shot lighting and compositing setups. Created light-rigs and shot templates, ran team dailies, provided mentorship and support.

Lighting: Character & environment lighting, matching paint-overs, color keys and background plates. HDRI capture and reference photography, processing, and light-rig creation. Created a library of calibrated light-rigs for the surfacing department for all studio look-development.

Compositing: Layering CG rendered elements, volume & atmosphere, integrating FX elements, integrating matte painted backgrounds. 3D compositing, lens effects, tracking, roto/paint, custom Nuke node creation, templates, final shot polish.

Look-Development: PBR materials, custom shading network creation, 3D texture painting.

Job History:

Blizzard Entertainment: Senior Lighting / Compositing / Look-Development Artist

February 2007 – March 2024

- Department: **Story and Franchise Development / Blizzard Animation.**
- Specialized in lighting and compositing for pre-rendered cinematics / cut-scenes.
- **“World of Warcraft”** (Dragonflight, Shadowlands, Battle for Azeroth, Warlords of Draenor, Mists of Pandaria, Cataclysm, Wrath of the Lich King).
- **“Overwatch 2”** (Announcement/Zero Hour, Calling, Kiriko).
- **“Overwatch”** (Cinematic Trailer, Theatrical Trailer, Recall, Alive, Hero 76, Reunion, Dragons, Last Bastion, Honor and Glory, Shooting Star).
- **“Diablo IV”** (Inarius vs Lilith).
- **“Diablo III”** (Teaser, Black Soulstone, Tyrael’s Sacrifice).
- **“Diablo Immortal”** (Cinematic Trailer).
- **“Heroes of the Storm”** (Cinematic Trailer).
- **“StarCraft II”** (Wings of Liberty, Heart of the Swarm, Legacy of the Void).
- **Lead Lighter & Compositor** on multiple projects.
- Created studio-level light-rig setups used for all department look-development work (HDRI capture, reference photography, map processing & calibration, light-rig creation).
- Look-development and 3D texture painting experience.
- Katana, Maya, RenderMan, Redshift, Nuke, Mari.

Chapman University: Part-time Instructor

August 2023 – Present

- **AVE402: Advanced Lighting and Look-Development.**
- Instructed students in technical and artistic aspects of lighting, compositing, and look-dev.
- Reviewed on-set lighting & cinematography techniques as they apply to CG production.
- Revised syllabus to better reflect skills & techniques used in 3D production studios.
- Created homework assignments relevant to future careers in VFX and Animation.
- Presented inspirational imagery for lessons and discussion in the art of visual storytelling.
- Maya, Arnold, Substance Painter, Nuke.

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Rocket Science VFX: Lead 3D Artist / Generalist

May 2004 – January 2007

- Feature Films: **“Slither”**, **“The Sisterhood of the Travelling Pants”**.
- TV Movies / Series: **“The Path to 9/11”** (Emmy Nominated), **“Everest”** (Gemini Nominated), **“Terry”** (Gemini Award Winner), **“Four Minutes”**.
- Various Feature Film, Television, and Commercial Projects.
- 3D modeling, pre-visualization, animation, camera match-moving, FX, lighting.
- Maya, 3dsMax, After Effects.

Intelligent Creatures: Lead 3D Artist / Generalist

November 2003 – May 2004

- Feature Films: **“Stay”**, **“Slow Burn”**.
- 3D modeling, animation, camera match-moving, FX, lighting.
- Maya, Mental Ray.

Calibre Digital Pictures: 3D Artist / Generalist

February 2001 – November 2003

- Feature Films: **“Foolproof”**, **“Max”**.
- TV Movies / Series: **“The Man Who Saved Christmas”** (VES Award Winner).
- Various Feature Film, Television, and Commercial Projects.
- 3D modeling, animation, camera match-moving, FX, lighting.
- Maya, 3dsMax, After Effects.

Stargate Studios / Sundog Films: 3D Artist / Generalist

April 1997 - February 2001

- Feature Films: **“They Nest,” “Arrival II,” “Harvard Man”**
- TV Movies / Series: **“Robocop: Prime Directives”**.
- Various Feature Film, Television, and Commercial Projects.
- 3D modeling, animation, camera match-moving, FX, lighting.
- Maya, 3dsMax, After Effects.

Education:

Seneca Polytechnic: Diploma, Computer Graphics Imagery

September 1995 – May 1997

- Studied computer graphics applications (2D & 3D), graphic design, editing, video post-production, web design, traditional drawing, composition, color theory, and photography.
- 3dsMax, Photoshop, Illustrator, Premiere.