

Jörg Unterberg

Lead Lighting TD, Trixter Berlin

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Summary

- Working in Feature Film for 10+ years as **Lead Lighting TD/ Lookdev and Lighting TD / Generalist TD**
- Strong 3D generalist skills incl. experience in texturing, FX and Creature FX
- Deep technical knowledge, creativity and problem solving skills
- Programming and shader writing experience. Experience with realtime rendering and highend interactive characters

Film and Episodic Projects

Company Trixter, Berlin

Time Period 2017-current

Role Lead Lighting TD

2023	The Family Plan	Lighting and Lookdev Lead
2022	Foundation 2	Lighting and Lookdev Lead
2022	Kangaroo Conspiracy	Lighting and Lookdev , all Kangaroo shots, Team of up to 15 people
2021	Loki	Space Sequence Lighting
2020	The Suicide Squad	Character Lighting, TDK Lighting Setups
	Black Widow	Environments Lighting, Project Pitch FX Lighting
	Jim Button and the Wild 13	Lookdev various props
	Die Känguru-Chroniken	Lighting keyshots for lookdev approval
2019	Sonic the Hedgehog	Baby Sonic Lookdev
	Brightburn	Project Lighting Lead, Lighting Setups for various sequences
2018	8 Days	Lighting Setups for various sequences
	Rocca Changes the World	Space Sequence Lighting (ISS), Character Lighting
2017	Black Panther	Lighting Setup for various Sequences, Team of 5 people

Company Double Negative, London

Time Period 2009-2017

Role Lookdev and Lighting TD, Generalist TD

2016	Life Cure for Wellness	DigiDoubles, Lookdev and Lighting Lighting Setups in Katana and Houdini; Texuring, Lookdev and Lighting ICE train sequence
2015	The Brother Grimsby	Lookdev, Lighting Setups and Sequence lighting
	Hunger Games	Lighting Setups in Clarisse
	Avengers: Age of Ultron	Shot Lighting Clarisse and Houdini
2014	Paddington	Lookdev various props
	Geostorm	Texturing in Mari, Shot Lighting in Houdini
	Jupiter Ascending	Chicago Sequence: Layout, Lighting; Chase Alley Texturing
2013	Fast and Furious 6	Lighting Setup for cargo plane (Antonov) Destruction Seq.

2012	Skyfall	Shot Lighting, Texturing and Lookdev
	Total Recall	Layout and Lighting
2011	John Carter	Implemented CFX setup for animated displacement, look development, CFX Animation, Creatur Lighting
2010	Scott Pilgrim	Lighting and Particle FX in Maya and Houdini
2009	Iron Man 2	Environment Lighting Monaco Sequence

Animation Projects

Company Studio Soi, Stuttgart
Time Period 2009
Role Generalist TD

2009	The Gruffalo	Look Development & Lighting & FX for the film version of the best-selling children's picture book for BBC
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R&D Projects

2008 - 2009	3D Site Inc. Living Pictures, LA	Programmer, Shader Writer
	Mr. Zhed: Developed the dynamic hair simulation for a live character Project, and custom shaders for efficient lighting and rendering. Modelling and texturing in Maya and Houdini, Simulation in Touch Designer	
2006 - 2007	Filmakademie BW, Ludwigsburg	Project Lead, Programmer
	Previzart: I implemented the npr-Hair-Pipeline for a live character Project. The Hair was modelled and textured in Maya and Houdini, Reall-time Rendering and Simulation was done in Touch Designer, Shader Writing, various R&D tasks For more info www.previzart.com	
2005	Fraunhofer Institut, IMK, St. Augustin	Researcher, 3D Generalist
	Virtual Human Project: I created the face models and the textures for three photorealistic 3D characters. Published in IJVR: http://www.joergunterberg.com/docs/VirtualHuman.pdf	

Skills & Expertise

Shading, Lighting, Lookdev, Texturing, FX, Katana, Maya, Nuke, Renderman, Arnold, Mari, Houdini, Touch Designer, Clarisse, GLSL, MEL, Python, C++, Touch Designer

Education

2005-2008	Filmakademie Baden-Wuerttemberg
	Diplom: Film, Animation / VFX: Technical Director
1998-2004	Technische Universität Ilmenau
	Diplom, Mediatechnology / Mediaproduction
	Diploma Project: Skin Shading for Virtual Characters