

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 as well as experience in Texturing, FX and CFX
- In depth knowledge of 3D workflows and highend vfx production requirements
- Excellent communication 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

2021	Loki	Space Sequence Lighting, Environments, Props
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	Lighting Setups for various sequences
2018	8 Days	Passenger planes, Helicopter and Tank sequences
	Rocca Changes the World	Space Sequence Lighting (ISS), Character Lighting
2017	Black Panther	Lighting Setup for various Sequences

Company Double Negative, London

Time Period 2009-2017

Role Lookdev and Lighting TD, Generalist TD

2016	Life	DigiDoubles, Lookdev and Lighting
	Cure for Wellness	Lighting Setups in Katana and Houdini; Texturing, 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 Sequence
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

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: Innovative simple-to-use 3D interface and workflow for the team-oriented creation of animated pre-visualisation, Karl-Steinbuch-Stipendium, 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