Eric Walters

Senior Lighting & Compositing Artist • Team Lead

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Summary

I am a filmmaking professional with a strong artistic and technical background, seeking a Lead or Sr. Lighting Artist position. I am looking for the opportunity to utilize my diverse skill sets, and over 18 years of experience, to help strengthen creative and technology teams, and apply my work ethic and well-honed problem solving skills to your next production.

Skills

- Expertise in Sequence-level and Key Shot lighting.
- Skilled in Compositing and Shot-Finaling
- Well-versed in asset look-dev and shading.
- Adept at shot and render farm optimization.
- Accustomed to quickly learning new pipelines and software.
- Experienced Supervisor, Team Lead and Mentor.
- Proficient in cinematography and operation of physical cameras; understanding of terminology and techniques.

Work Eligibility

Canadian and U.S. citizen.

Software

Katana
Gaffer
Nuke
Maya
3ds Max
Unreal Engine
Renderman, Arnold, Redshift, Vray

Programming Languages

Python
C/C++

Education

Purdue University, West Lafayette, IN | 2008

BS in Computer Graphics Technology;
Emphasis in Lighting and Computer Science

Relevant Experience

Lighting Lead

- ***"The Last Airbender, S03"*** **-** ***Image Engine (2027)***
- ***"The Last Airbender, S02"*** **-** ***Image Engine (2026)***
- ***"1899"*** **-** ***Method Studios/Framestore (2022)***

Sr. Lighting Artist

- ***"Tron: Ares"*** **-** ***Image Engine (2025)***
- ***"Murderbot"*** **-** ***Image Engine (2025)***
- ***"The Gorge"*** **-** ***Image Engine (2025)***
- ***"Avatar: The Last Airbender"*** **-** ***Scanline (2024)***
- **"Spider-Man: Across the Spiderverse"** **-** ***SPI (2023)***
- **"Antman: Quantumania"** **-** ***SPI*** **(2023)**
- **"Thor: Love and Thunder"** **-** ***Method Studios*** **(2022)**
- **"Super Pets"** **-** ***Animal Logic*** **(2021)**

Lighting Artist/TD

- **"Smurfs: The Lost Village"** **-** ***SPI*** **(2017)**
- **"Storks"** **-** ***SPI*** **(2016)**

Lighting Technical Assistant

- **"Kung Fu Panda 3"** **-** ***DreamWorks*** **(2015)**
- **"Penguins of Madagascar"** **-** ***DreamWorks (2014)***
- **"The Croods"** **-** ***DreamWorks (2013)***
- **"Rise of the Guardians"** **-** ***DreamWorks (2012)***
- **"Megamind"** **-** ***DreamWorks (2010)***
- **"How to Train Your Dragon"** **-** ***DreamWorks (2010)***

Crowds TD Intern

"Ratatouille" **-** ***Pixar (2006, Uncredited)***

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Additional Supervisory Experience

Lighting Director | Main Journey/L'Atelier, Vancouver, B.C./Montreal, QC
January 2020 - January 2021 "Fireheart"

- Responsible for the final quality and continuity of the film's lighting.
- Worked closely with Cinematographer to develop lighting designs for each sequence and key shots; eventually assumed these duties when she left the project for medical reasons.
- Worked with the Art Director to design art keys and paintovers for the Lighting team.
- Ran dailies sessions and delivered notes to the Lighting team.

Lighting Principal | Rainmaker/Mainframe, Vancouver, B.C.
April 2018 - January 2020

- Oversaw and advised Lighting production for all concurrent shows.
- Aided in the studio's development of Katana/Redshift pipeline and toolsets.
- Hands-on Look Development for new shows; established a production pipeline and "look of picture".
- Responsible for research and development of new lighting tools/techniques, and training.
- Articulated project bids based on needs and complexity required by prospective clients.
- Conducted interviews for Supervisor and Lead positions.

Lighting Supervisor | Rainmaker, Vancouver, B.C.
December 2017 - April 2018 ***"Octonauts" Season 5***

- Responsible for developing the look of the series.
- Advised and aided the remote Lighting team in Beijing, China.
- Worked closely with the local Lighting/Compositing team to develop light rigs and compositing scripts for remote team in Beijing.

Lighting Supervisor | Rainmaker, Vancouver, B.C.
December 2017 - January 2018 ***"NDA Undisclosed Unreal Engine Pitch Project"***

- Lighting team consisting of myself and 1 Sr. lighter.
- One-month long blitz to produce 2 minute pitch animation for prospective Client.
- Developed process to implement Nuke and Compositing with Unreal renders for final product.

Lighting Supervisor | Rainmaker, Vancouver, B.C.
January 2017 - December 2017 ***"ReBoot: The Guardian Code" - 20 episodes***

- Supervised a team of 11 Lighters across 20 episodes.
- Developed environment and custom character lighting rigs within Unreal Engine.
- Conducted Lighting reviews and liaison with Client; communicated lighting direction notes to team.
- Worked closely with Surfacing to aid in look-development of materials and blueprints.

Further Interests

Director of Photography | 2012 - 2016

- DP on several short films.
- Familiar with live action processes, equipment and techniques.
- Familiar with cinema cameras (Red Epic) and lenses, and how these form the basis for VFX equivalents.
- Experienced in using studio lights and various Grip equipment.

Photographer

- Portrait and event photography
- Personal artwork