

Yegor Swarovski

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Summary

I am a VFX artist with a main focus of lighting & lookdev, interested in the art and technical challenges of visual effects, computer graphics, and procedural workflows. I have a strong understanding of the technical workings behind most commercial renderers, and enjoy learning/reading about the behaviour of light and materials in the real world.

Employment History

Industrial Light & Magic, Vancouver , British Columbia

March 2017 - Present

Senior Lighting/Lookdev TD

Jungle Cruise

Lighting on various hero characters.

Aladdin

All lookdev on final "Jafar World" sequence (full CG environment), and Jafar Genie hero character (matching lightstage/OLAT footage). Lighting on Abu hero character.

Solo: A Star Wars Story

Lookdev and lighting on procedural environments and Millennium Falcon "rainy look". Sequence lighting lead on a small sequence in the movie, where I set up a template and supervised 2 other Lighting TDs.

Thor: Ragnarok

Character lighting.

Digital Domain 3.0, Vancouver , British Columbia

September 2015 - March 2017

Lighting/Lookdev Artist

The Fate of the Furious

Lookdev on various environmental assets, lighting on russian sub-base sequence. Implemented parallax occlusion mapping in OSL for ice shader.

Beauty and the Beast

Character lighting on Beast, lighting and lookdev of Beast-to-human transformation sequence. Lookdev lighting, and rendering of full CG dress replacement for extreme close-up shots.

X-Men Apocalypse

All lookdev and sequence lighting on the "Auschwitz destruction" sequence. All of the dirt, moss, rain-stains, grass, and general instance-to-instance variation on all assets was entirely procedural. Some groom for environment grass.

MPC, Vancouver , British Columbia

Lighting/Lookdev TD, Lookdev Lead

July 2013 - September 2015

Monster Trucks

Drove the show's conversion from Prman REYES to Prman RIS. Did the lookdev on most of the show's assets and characters. Developed a one-button auto-comp nuke script which was used by all lighters on the show through to completion.

American Sniper

Lookdev on extreme-close up tank, various vehicles. Created light rigs to send to lighting teams in MPC Bangalore. Did purely procedural lookdev for full CG helicopter cockpit interior.

Game of Thrones, Guardians of the Galaxy, Maleficent

Did various environment and character lighting.

Education

Capilano University, British Columbia - *Visual Effects*